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MEN OF VALOR™

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MEN OF VALOR™

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Prima Games
A Division of Random House, Inc.
3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com

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ISBN: 0-7615-4572-7

Library of Congress Catalog Card Number: 2004107113

Printed in the United States of America

04 05 06 07 LL 10 9 8 7 6 5 4 3 2 1

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Acknowledgements

The author would like to thank the following people for their help in putting together this book. Most importantly, thanks goes to Brad Anthony for his dedication, immense gaming knowledge, and phat writing skills. Special thanks to Linda Quinlan, Stephen Wickes, and Glenn Gregory at VUG for their support and insight into this game. Thanks also to Patrick Henry at VUG for answering so many of our questions with such concise and in-depth answers. Big thanks and a big pat on the back to the entire test team at VUG for their support and first-rate tips on the multiplayer games. The multiplayer maps look as good as they do because of David Scharf, who grabbed some really cool shots; Todd Langley, who created the overview of the entire battlefield; Todd Moegerle, who created all the icons used in the maps; and last but not least, Don Carroll and Michael Robles. And let's not forget all of 2015 for being so dedicated to excellence!

INTRODUCTION

THE VIETNAM WAR

The Vietnam War is forever etched in world history as one of the most controversial conflicts involving the American military. When President John F. Kennedy sent Vice President Lyndon B. Johnson to South Vietnam in November of 1961, he could not have imagined the chain of events he set in motion.

In the years that followed—more than 10 of them at war—a presidential administration was destroyed and the American nation was challenged and revolutionized. The influence of these events continues to this day and is apparent in art, entertainment, politics, and popular sentiments.

Vietnam suffered through a series of revolutionary conflicts long before the U.S. was involved. Struggles against the imperial ambitions of China, Japan, and France resulted in a movement for national independence. Once the French military was no longer involved, the country divided itself politically. North Vietnam was under the control of Ho Chi Minh and his army, fresh from their victory over the French. Minh, a strong communist leader, strengthened his ties to China and later to the Soviet Union.

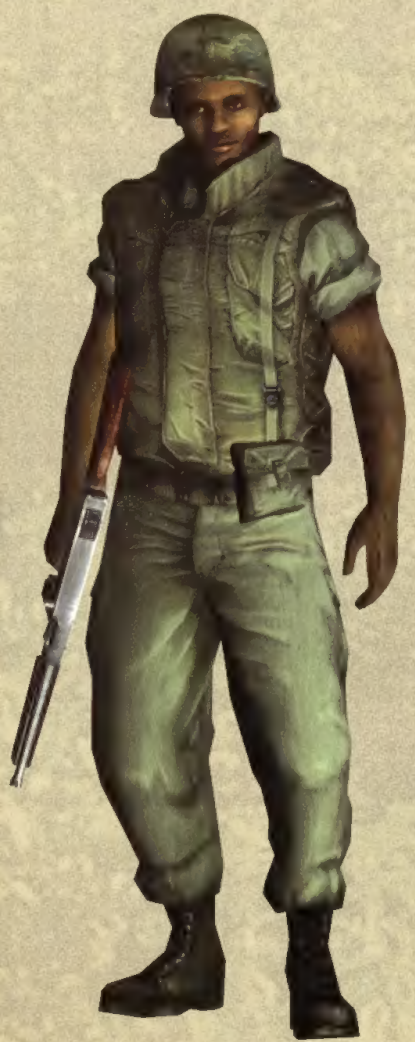
In a rigged election supported by the U.S., South Vietnam's Bao Dai, the country's last emperor, was defeated by Ngo Dinh Diem, who refused Minh's invitation for communist rule. In 1963, Diem was later overthrown and murdered in a coup orchestrated by Minh and his loyalists. Nguyen Cao Ky, a young officer who took part of the coup, was propelled to the position of prime minister of the Republic of Vietnam as a result of political unrest in the South. He later held onto a role as vice president in 1967 with Nguyen Van Thieu.

American involvement in Vietnam was a response to years of unrest in this volatile region, with a justified fear of a North victory over the South, Communist ideals would eventually spread to other parts of Southeast Asia and cut the region off from the West. President Johnson, who served out Kennedy's term after his assassination in 1963 and easily won election in 1964, pledged to defend the Republic of Vietnam against the aggressive and elusive army in North Vietnam. More than 200,000 American troops were initially deployed to Vietnam in 1965 to engage in its defense and to take necessary measures to prevent further aggression.

As one of the first American Marines stationed in Vietnam in 1965, you face a seemingly endless throng of enemies and deadly conflicts that place you in grave danger amidst open fields, rice paddies, and dense jungles of Southeast Asia.

As a Marine, you are never alone—your fellow Marines will watch your back while you watch theirs. The Marine motto is Semper Fidelis, meaning "always faithful," and that means you will leave no man behind. You don't have time to think about the politics or protests. You must focus your attention on ensuring your survival and your comrades' safety as you battle through this epic war.

This experience may help give you a small understanding of the harsh conditions under which so many lost their lives in defense of each other. For them, it was never a game.



GENERAL GAMEPLAY

MOVEMENT

We all know how to run and jump, but a successful soldier develops these skills into methods of survival in the face of life-threatening conflict. Here are some techniques you can use to keep yourself in one piece while trying to stay out of the sights of the elusive and dangerous Viet Cong.

STEALTH

Stealth is not as obvious a factor in *Men of Valor* as in some other games, but it does have a role. There are no stealth meters to watch, so you just have to learn to be conservative passing through enemy territory. It's hard to get a feel for whether you're visible or not to an enemy soldier on the battlefield, but that makes the experience more realistic. The adrenaline rush from hiding in a firefight—and not knowing if it's working at all—makes for exciting gameplay. A general rule of thumb: If they're shooting at you, they know you're there.

LEANING

This is the most overlooked ability in the game. Its usefulness may sink in after you've been killed hundreds of times, but it's better to start from the first day in Da Nang with an understanding of how valuable this ability is.

When engaging the enemy, you notice right away that running full on into battle is not always the best move. Dodging bullets is very difficult, so to ensure your continued presence on the battlefield, learn to lean.

Constantly assess your environment for cover to be used in the event of a firefight. You can lean out from anything you can hide against. However, think in terms of density. You may be obscured from view by a clump of tall grass, but the grass offers no protection from gunfire. Lean out from cover that will stop bullets, like rocks, trees, and walls.

Leaning is a very important skill to practice, and pays off hundreds of times—especially when you're caught in VC crossfire or, even worse, have to reload in the middle of it. Hide behind a tree, duck out to fire off some rounds, and duck back behind the tree to take a breather or to reload. Never reload in the open unless it's completely clear. You don't want to leave yourself open to enemy fire while you're unprepared.

Practice leaning and use it often. It will save your life.

USING COVER

Obviously, when the enemy knows the area, is elusive, and has its sights set on taking out as many GI's as possible, you're not going to go dancing and screaming through the rice paddies shooting off your machine gun like Rambo and drawing attention to yourself. Grandstanders don't survive long in 'Nam, as you find out soon enough.

Cover may be thought of generally in two forms, concealment and hard cover. Both have their advantages and disadvantages.

Concealment cover comes in the form of either white smoke or vegetation. These features provide no physical barrier to bullets or shrapnel; the cover is purely visual. Obviously, enemy units have a difficult time spotting you, but you have the same problem spotting them. Depending on your strategy, smoke can be either a curse or a blessing.

Hard cover comes in the form of trees, stumps, dirt berms, bunkers, spider holes, vehicles, and buildings and their architectural features, among others. Hard cover puts a physical barrier between you and the VC bullets, but the enemy can still see you, and if they can see you, they can flank you. In this case the cover is physical. It offers little visual impairment, which is the better guarantee against deadly VC snipers.

Learn to recognize these cover features and make using them a part of your intuitive field operations. Travel from cover to cover, never out in the open for too long.

COMBAT

Men of Valor is all about the combat experience, the true and harsh reality of it. Charge into firefights with a run-and-gun philosophy and you're dying more than you're playing. The challenges of the troops in Vietnam are represented here by the ordeals you face and the tactics you use in passing through each mission. These conflicts were not easy for them, and neither are they for you. Here are some tips of the trade to help you through the perilous combat operations that lie ahead.

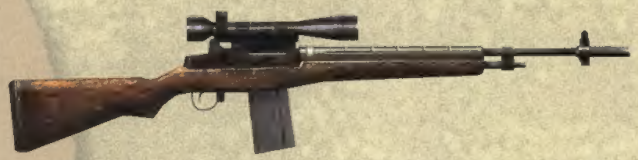
WEAPON SELECTION

You have a host of weapons at your disposal, and getting used to the firing characteristics of both the American and Communist weapons takes some time. These weapon generalizations, broken down by type, may help you.

Side Arms

These are back-up weapons only. You don't want to bring a peashooter into a firefight when the enemy is throwing down hundreds of rounds per minute. Even though these semi-automatic handguns are fairly accurate, save them for close-quarters combat or when your other guns have run out of ammunition.

Sniper Rifles



Depending on your situation, these guns can be the best or the worst choice. The last thing you want to do is get caught in a fast and furious firefight with a long-range rifle that reloads slowly. These weapons are also practically useless in some situations, such as crawling through VC tunnels. They're better suited to open spaces where the scope can be put to full use.

Assault Rifles

The standard of both the American and Communist forces, assault rifles come in all shapes, sizes, and punch. When the option exists to switch modes between fully automatic and semi-automatic, opt for the latter; it is much easier to take proper aim. Firing single shots also uses far less ammunition than fully automatic mode unless the rate of fire is exceptionally slow. Some assault rifles come equipped with an integral bayonet, making them excellent melee weapons.

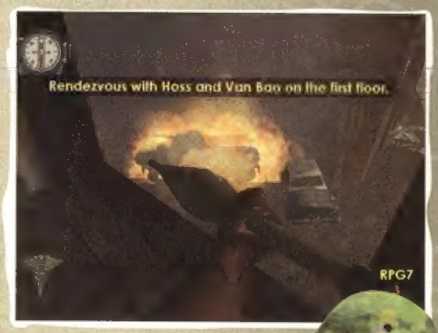
Short-Range Submachine Guns

Fully automatic submachine guns are amazing weapons when used to clear out a swarming nest of enemy soldiers at close to short range. These weapons can spray out dozens of rounds with decent accuracy, even while moving. If your tactic in certain situations is to run and gun, choose weapons like the Thompson or the PPSH41.

Heavy Machine Guns

These monsters are made for laying down suppression fire. Guns like the M60, Type 24, or RPD are excellent for achieving those goals. Some of these models have a slower rate of fire and can pinch off short bursts, but usually they fire quite quickly. The longer you hold down the trigger, the more difficult aiming becomes. It's better just to aim and fire, then release and aim again, instead of constantly dealing with the recoil and barrel flares and their detrimental effects on vision and accuracy.

Grenade & Rocket Launchers



These devastating weapons have decent range but rely on the strength of their explosive area affects. They also leave you the most vulnerable to attack because of their very slow reload time and almost complete ineffectiveness in close-quarters combat. Make sure you have adequate cover before you pull these weapons out, and a place to run if things go bad.

Have a plan of attack, with rocket launchers especially, as they slow you down by up to 50 percent. That makes it very difficult to dodge enemy fire should you get caught off guard. These weapons are great for specific operations, but don't carry them around with you all the time.

Grenade launchers give you more mobility than rocket launchers, but they don't pack quite the same punch. Still, these weapons round out a strong personal arsenal, so keep the ammo stocked.

Grenades

Becoming proficient with grenades can be tricky. The trajectory of a thrown item can be misleading. Practice is definitely an advantage when dealing with grenades. Commonly, a throw is underestimated and the grenade falls short. Make it a habit to overthrow for a while until you get a feel for the angle it takes to get a huge throw.

Indoors, grenades are one of the most powerful weapons. When the shrapnel from a grenade is focused into a small area, the effects are devastating. Practice bouncing grenades off hard surfaces to reach around hard angles and tight corners.

A soldier who survives many engagements usually has a weapon for every situation. Try to balance your weapons. Don't stock up on four machine guns when one will do. Include in your arsenal a good selection of ranges. An ideal mix would be a sniper rifle, a long-range machine gun, a short-range submachine gun, and some grenades for area-effect weapons. What weapons you choose depends on your playing style and preference, but mix it up.

RELOADING

Don't reload out in the open. That is the most important lesson to learn. There is nothing worse than being shot by a VC sniper just before getting a shot off after you've plugged in another clip. Find some cover first, or even just drop to the dirt and fix your next clip.

If you want to be particularly sneaky, lure an enemy into the open by baiting him to attack while you reload. When he attacks, immediately switch to another weapon—one with a full clip—and blast him.

STRAFING

Strafing is the art of dodging back and forth in your enemy's field of view. This both avoids his bullets and keeps his sights from fixing on you until you can take him out. It is an art form, and something of a psychology experiment. Some opponents will try to read your path and lead you a bit, waiting for you to walk right into their sights. Make your strafing unreadable—that is, erratic and unpredictable.

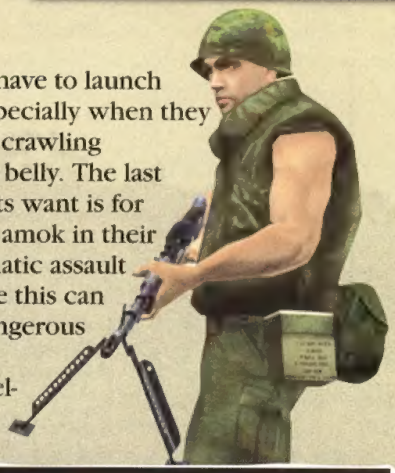
To develop solid strafing skills, practice moving back and forth while your aiming reticule passes back and forth over your opponent. Don't look around; keep your reticule at the same elevation. You can wait until he's right in your sights as you run back and forth, and then release a harsh lead storm upon him.

SUPPRESSION

Most machine gunners have an innate talent for this. Suppressive fire is an automatic flurry of bullets aimed at keeping an enemy's head down or driving him away from his current location. When combined with assault tactics, suppressing fire can lead to decisive victories. Against enemy AI, this tactic can force them to abandon their posts and scramble for cover. Only heavy machine guns are used this way.

Whenever you have to target a bunker with smoke, look for a side or flanking route to reach it. If you try to duck, weave, or dance your way up the middle in the direct line of fire, you end up dead more often than not.

ASSAULTS



Sometimes you just have to launch an all-out assault, especially when they expect you to come crawling carefully up on your belly. The last thing your opponents want is for you to suddenly run amok in their midst with an automatic assault rifle blazing, because this can create some very dangerous conditions, namely friendly fire or miscellaneous crossfire.

Obviously, this tactic does not work in all situations; it's an individual judgment. Enemy AI at times is extremely confused by this type of action, but at other times, your own squad may abandon you for being needlessly reckless. Many may recommend hanging back and being cautious, but sometimes the heat of battle just takes over.

DAMAGE

You undoubtedly take a lot of hits during your missions. Here's a breakdown of the damage system and how you can minimize the trauma of battlefield wounds.

DAMAGE ZONES

Your body (and the enemies') is divided into three damage zones: head, torso, and limbs. Each zone has different criteria for tracking and contributing to your overall damage. There is no way to prevent damage on a certain body part; basically it depends on your body angle and position in relation to the position of the attacker. Limit your size as a target by keeping as low as possible and maximizing the use of hard cover.

On easy and medium difficulty settings, damage zones are disregarded when determining damage from enemy fire. Hits to any part of the body do equivalent damage, although the amount depends on the type of weapon being fired.

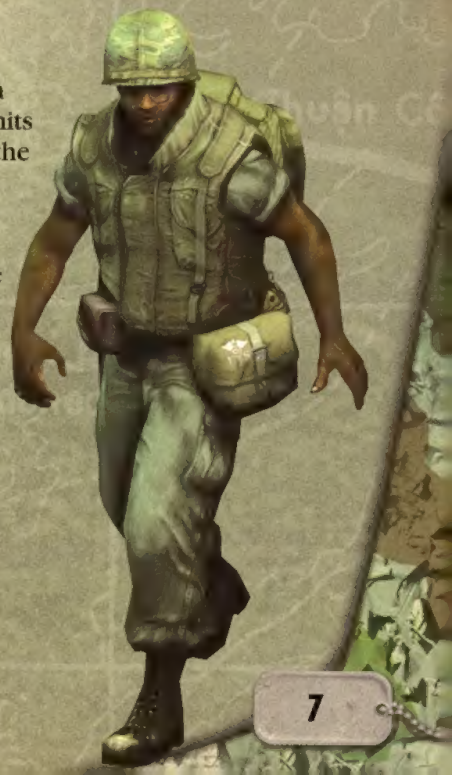
HEALING

Make it a habit to keep one finger on the healing button during a firefight. If you are hurt, even if you are moving, some of the damage is fixed until you can get to cover and crouch down to bandage the rest of the wounds. Stop bleeding damage as soon as it occurs to maximize your health throughout the mission.

CRITICAL HITS

Each weapon type has a built-in percentage for dealing critical hits (the type where one shot kills the target, regardless of where the shot occurs on the body). The larger weapons like the heavy machine guns or the M14 cause a critical hit on a target about 50 percent of the time.

The VC are not capable of causing critical hits against the player.



THE VIET CONG

The numerous enemies that you face from the Viet Cong have a small array of individual tactics that, combined with other units and different tactics, can create dangerous and complex firefights. The four basic tactics for the enemy AI are static, defensive, assault, and mayhem.

Static Tactics

Individual enemies do not move around, they stay at their cover point and engage enemies they can spot from that position. These VC retreat if you overrun their position.

Defensive Tactics

VC with a defensive AI behavior move between several cover points in an attempt to get the best shot at you while defending their positions. If one of their positions is overrun, they retreat to better cover.

Assault Tactics

The VC using this tactic are easily recognized as the ones rushing you on the battlefield. These soldiers are very aggressive and try to overrun your position, sometimes by sheer numbers. If any of these enemies have grenades, they attempt to get close enough to use them against you.

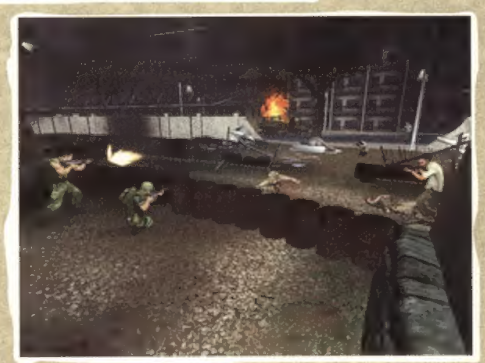
Mayhem Tactics

The VC soldiers using mayhem tactics are the most dangerous you face. They try to flank your position and set up a deadly crossfire, with you in the middle of two of their squads. Soldiers using mayhem tactics go from cover point to cover point and advance or retreat based entirely upon your tactics against them. They have the best judgment of all enemy types and are very effective when combined with squads using any other type of tactic.

Throughout the game, you come across VC squads using one or several tactics. It is hard to recognize the difference sometimes, but be aware of the types of tactics being used against you.

Among the possible combinations of VC tactics are static/assault tactics and defensive/mayhem tactics. In the first case, one squad of VC uses static tactics to provide long-range covering fire while the assault squad moves up on your position. In a defensive/mayhem combination, the defensive squad moves between cover points and engages you from various angles while the mayhem squad moves rapidly up on your flank and tries to set up a crossfire.

The Viet Cong forces evolve as you play through the game. In the beginning, you face poorly trained guerrillas who fire slowly, have poor aim and few weapons to select from, and are likely to retreat. As you advance through the game, you encounter the hardened veterans of the North Vietnamese Army (NVA), who have great aim and a diverse array of weapons that they shoot much more frequently. They also are more organized in their fighting strategies.



WEAPONS & EQUIPMENT

Vietnam was a brutal time for American military forces. Fortunately, American soldiers were equipped with the best weapons of the time. This section covers the arsenal, how and when to use weapons, and what equipment you need to make the best of a bad situation. We also discuss the weapons used by the communists. While not top of the line like the American weapons, they're rugged and effective. So here it is, Marine! Get reading!

WEAPON PARAMETERS AND SPECIFICS

This section discusses weapon parameters and how they affect combat. Understanding these parameters helps you choose the best weapon, cover, and attack position for the coming firefights. We'll discuss how these parameters affect gameplay later.

AMMUNITION TYPE

This refers to the size of the ammunition fired by a given weapon. A few examples are 7.62mm, .50-caliber, or 90mm rockets. Communist forces have a slight advantage because the Warsaw Pact sought to standardize ammunition sizes. Most of the Communist army's guns fire the same size ammunition, making it easier to scrounge for ammo for Communist guns than American guns.

AMMO CAPACITY

This refers to the number of shots a weapon can hold before reloading is required (also known as magazine capacity). Some weapons, depending on their construction, have reloadable magazines; others have integral magazines you must deplete before reloading (the SKS, for example).

RANGE

This is the maximum range in meters that the munitions can travel. In some cases, such as the M79 grenade launcher, firing in a high arcing trajectory can increase range.

MAGNIFICATION

This is the maximum amount of magnification or zoom (expressed as a multiple) of which a scoped weapon is capable. For example, the American M21 sniper rifle has an 8x optical zoom.

DAMAGE

This refers to the amount of damage a weapon can inflict on another character or object.

AREA-AFFECT WEAPONS

Indirect or area-affect weapons have several characteristics and controllable parameters. Review this to make sure you don't blow yourself up when using these weapons.

Fuse time: After firing, this is the amount of time that elapses before a projectile explodes. A negative number indicates that the projectile explodes upon impact or when it reaches maximum range.

Area of effect: This is the radius of damage and combat effects from the point of explosion, expressed in meters.

Maximum damage: This is the amount of damage suffered at the explosion's center.

Minimum damage: This is the amount of damage suffered at the area of effect's edge. The amount of damage suffered ranges between the max and min, depending on distance from the explosion's center.

Impact: This is the term for the shockwave created by the explosion, which knocks back everyone within the area of effect.

Shrapnel: Explosions create shrapnel particles, which can be lethal. Some explosions have little or no shrapnel, such as explosions in sand, dirt, or grass.

Shrapnel Range: The range in meters that shrapnel travels from the point of explosion.

Shrapnel Damage: The damage caused by pieces of shrapnel that hit objects after an explosion.

Mortars

Both the Americans and the Vietnamese armies have access to mortars. Each side can call in a mortar strike using smoke grenades in certain game types. Mortar rounds explode around the target and have specifications identical to American M61 antipersonnel grenades, as described in the following section.

AMERICAN WEAPONS

Weapons used by American troops and their ARVN allies fall into these categories: small arms, antipersonnel ordnance, and heavy weapons, like machine guns. Here we discuss weapons available to the American and Allied forces.

M21

- **Ammo: 7.62mm**
- **Clip Capacity: 20-round magazines**
- **Total Capacity: 500**
- **Range: 400m**
- **Damage: 50**
- **Zoom: 8x**
- **Modes: Semi-auto**
- **Use: Sniping**

An upgraded version of the M1 rifle, the M21 has a detachable box magazine and telescopic sights. A built-in sound suppressor makes the shooter difficult to locate at a distance. It is an accurate semi-automatic rifle used for sniping.

Be careful when aiming through a scope, as the reticule (or crosshairs) will not go red if an enemy is spotted. This is part of the trade-off of having such a high magnification.

M14

- **Ammo: 7.62mm**
- **Clip Capacity: 20-round magazines**
- **Total Capacity: 500**
- **Range: 400m**
- **Damage: 40**
- **Zoom: n/a**
- **Modes: Semi-auto**
- **Use: Standard**

This is the M21 rifle without the sniper equipment. It is otherwise identical, although it inflicts less damage. It was gradually replaced by the M16 in Vietnam as the standard infantry rifle.

M16

- **Ammo: 5.56mm**
- **Clip Capacity: 20-round magazines**
- **Total Capacity: 500**
- **Range: 300m**
- **Damage: 20 (x2 within 30m)**
- **Zoom: n/a**
- **Modes: Semi-auto/auto**
- **Use: Standard**

This is the standard combat rifle for American forces in Vietnam by 1967. As a general-purpose assault rifle, the weapon is accurate and inflicts massive damage at short range. It has a low recoil because of the small bullet it fires, but the velocity at which it fires—more than 2,200 ft./sec.—is stunning. It rips through most flak jackets. It has more accurate rapid fire than most weapons.

CAR15

- **Ammo: 5.56mm**
- **Clip Capacity: 30-round magazines**
- **Total Capacity: 500**
- **Range: 200m**
- **Damage: 20 (x2 within 30m)**
- **Zoom: n/a**
- **Modes: Semi-auto/auto**
- **Use: Standard**

A smaller lighter version of the standard assault rifle used by commandos and Special Forces, the CAR15 has the advantage of greater ammo capacity and portability. It is as accurate as the M16.

M1A1

- **Ammo: .45-caliber**
- **Clip Capacity: 30-round magazines**
- **Total Capacity: 500**
- **Range: 50m**
- **Damage: 30**
- **Zoom: n/a**
- **Modes: Semi-auto/auto**
- **Use: Short range**
- **Limitations: Single-player missions only**

This venerable submachine gun saw a lot of use in close combat in Vietnam. This puts holes through anything except armor plating. It provides excellent short-range automatic firepower, and you can employ it accurately within its range.

M1911

- **Ammo: .45-caliber**
- **Clip Capacity: 8-round clips**
- **Total Capacity: 500**
- **Range: 40m**
- **Damage: 40**
- **Zoom: n/a**
- **Modes: Semi-auto**
- **Use: Side arm**

This is the standard military sidearm for American forces. It provides excellent stopping power at short ranges thanks to its .45-caliber slug. Intended as a last resort backup weapon, or for use in confined areas like tunnels where larger weapons are unusable, it saved many lives in the face of the enemy.

M60

- **Ammo: 7.62mm**
- **Clip Capacity: 100-round belt**
- **Total Capacity: 500**
- **Range: 400m**
- **Damage: 30**
- **Zoom: n/a**
- **Modes: Automatic**
- **Use: Long range**

This is a reliable general-purpose machine gun with a slow fire rate. It is belt-fed, and when carried and fired by an individual, is equipped with a bipod. The weapon is also mounted on helicopters or on tripods in fixed positions.

The M60 fires in fully automatic mode only, as its rate of fire is slow enough to allow for single shots and short bursts. It provides long-range automatic firepower and can be used to suppress enemy movement and kill through light cover.

M2 HMG

- **Ammo: .50-caliber**
- **Clip Capacity: Unlimited**
- **Total Capacity: Unlimited**
- **Range: 400m**
- **Damage: 50**
- **Zoom: n/a**
- **Modes: Automatic**
- **Use: Mounted gun**

This is a heavy machine gun used in a mounted role only, and is designed to kill covered targets, light vehicles, and infantry at far distances. Its high rate of fire and damage capabilities slow or stop any enemy advance. If it's used with any competence, command of the battlefield it covers is assured.

M67 RECOILLESS RIFLE

- **Ammo: 90mm rockets**
- **Clip Capacity: 1**
- **Total Capacity: 11**
- **Range: 400m; Explosion 2m radius**
- **Damage: Explosion= max 40/min10; projectile=200**
- **Zoom: n/a**
- **Modes: Single shots**
- **Use: Rocket launcher**

This is a heavy weapon that fires a rocket-propelled HEAT projectile or grenade. Carried and fired by an individual, it is mobile and deadly against vehicles and large infantry groups. You can use it as a mounted weapon, as well. As a single-shot weapon, load it via a swing-open breech.

It is designed to be used against armor and fortified positions, and does the job well. Because it can penetrate concrete and other hard materials, it's excellent for advancing on a command post. The projectile has a two-meter blast radius in addition to causing damage from the hit. Carrying this weapon slows your rate of movement by 50 percent.

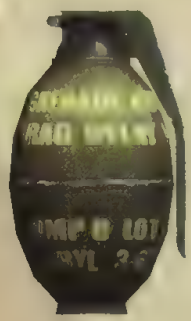
M79

- **Ammo: 40mm grenades**
- **Clip Capacity: 1**
- **Total Capacity: 16 frag/10 buck**
- **Range: Frag—75m; buckshot—40m**
- **Damage: Frag (Explosion = max 40/min 10; shrapnel = 12 projectiles x 10 damage each), buckshot (50 = 10 projectiles for 5 damage each)**
- **Zoom: n/a**
- **Modes: Single shots; cycling modes change ammunition type**
- **Use: Grenade launcher**

The M79 is a multipurpose grenade launcher styled after the break-open breech shotgun, and it fires three types of munitions. Fragmentation grenades are typical, and create an explosion identical to the M61 upon impact. This type of round has a minimal range because the round has to arm before exploding. If a target is hit before the round travels 15 meters, the grenade does not explode.

The range for a fragmentation round is listed as 75 meters, but you can increase that, depending on the firing arc or trajectory. The M79 has devastating firepower at medium range. Its area-affect can also damage enemy units behind various types of cover.

M61 ANTIPERSONNEL HAND GRENADE



- **Ammo: Grenades**
- **Clip Capacity: 1**
- **Total Capacity: 7**
- **Range: 30m; explosion 3m radius; shrapnel 6m**
- **Damage: Explosion = max 80/min 10; shrapnel = 12 projectiles for 10 damage each**
- **Zoom: n/a**
- **Modes: n/a**
- **Use: Explosives**

The hand grenade is an impressive area-affect weapon that creates a three-meter radius explosion and shoots off 12 independently traveling shards of shrapnel for more damage. In enclosed spaces, these weapons are devastating, as shrapnel bounces off any type of hard surface until it reaches maximum range.

Using grenades in enclosed places maximizes their potential damage to enemies as the shrapnel bounces off walls.

MORTAR ROUNDS

- **Ammo: Grenades**
- **Clip Capacity: Unlimited**
- **Total Capacity: Unlimited**
- **Range: 5m from target point (when smoke grenade falls)**
- **Damage: Explosion = max 80/min 10; shrapnel = 12 projectiles for 10 damage each**
- **Zoom: n/a**
- **Modes: n/a**
- **Use: Explosives**

Both sides can call in mortar strikes by using colored smoke grenades. Throw the smoke grenade where you want the center of the mortar strike to fall. The mortar rounds are arranged around that center point up to their maximum radius.

BAYONET

- **Range: 1m (hand-held); 3m (mounted)**
- **Damage: 60**
- **Modes: Mounted on the SKS & the Type 56 only. Otherwise, you have to use your knife.**
- **Use: Close combat**

Bayonets are close-quarters weapons, used when space is limited, battle has come to melee blows, ammo has run out, or stealth is of the essence for successful attacks. Bayonets have a high damage rating. The trade-off is that you have to be close to your enemy to use it. Having a bayonet mounted to your weapon increases your character's Stealth Profile by 30 percent.

CLAYMORE MINE

- **Ammo: n/a**
- **Clip Capacity: 1**
- **Total Capacity: 4**
- **Range: 25m in a 60-degree arc**
- **Damage: Max 150/min 25**
- **Zoom: n/a**
- **Modes: n/a**
- **Use: Antipersonnel explosives**

Claymores are destructive antipersonnel explosives that shoot ball bearings via a directional charge into their targets. After you set the mine, use the clacker (or trigger) to detonate it. These mines face the same direction you're facing when set; use that knowledge to set your ambush points, especially in enclosed chokepoints. This has simultaneous firing, which detonates each mine all at once.

DEMO CHARGES

- **Ammo: n/a**
- **Clip Capacity: 1**
- **Total Capacity: 1**
- **Range: 3m**
- **Damage: Explosion = max 100/min 20**
- **Use: Explosives**
- **Notes: Multiplayer mission only**

C4 satchel charges have a timed detonator set to a five-second delay. Place these charges on specific areas, as indicated by the small yellow satchel graphic.

COMMUNIST WEAPONS

SKS

- **Ammo: 7.62mm**
- **Clip Capacity: 10-round integral magazine**
- **Total Capacity: 500**
- **Range: 400m**
- **Damage: 40**
- **Zoom: n/a**
- **Modes: Mount/unmount bayonet**
- **Use: Long range/melee**

The semi-automatic SKS is known for being a long-range workhorse of a submachine gun. It is accurate at a distance and packs a big punch. The bayonet makes it an effective close-quarters weapon, essentially an ideal all-around gun for the lightly equipped VC.

AK47

- **Ammo: 7.62mm**
- **Clip Capacity: 30-round magazines**
- **Total Capacity: 500**
- **Range: 300m**
- **Damage: 30**
- **Zoom: n/a**
- **Modes: Semi-auto/auto**
- **Use: Short range**

The AK47 is the mainstay of the NVA. It's a general-purpose assault rifle, but is less accurate than the American M16 at a distance. Up close, the AK47 has a lesser punch but remains a reliable weapon.

RPD

- **Ammo: 7.62mm**
- **Clip Capacity: 100-round belt**
- **Total Capacity: 500**
- **Range: 400m**
- **Damage: 30**
- **Zoom: n/a**
- **Modes: Semi-auto/auto**
- **Use: Long range**

Used as a long-range light machine gun by Communist armies, you can either carry the RPD with a bipod or mount it onto a tripod to fortify entrenched positions. It is a highly accurate gun, more so when in semi-auto mode as compared with fully automatic.

PPSH41

- **Ammo: 7.62mm**
- **Clip Capacity: 71-round magazines**
- **Total Capacity: 500**
- **Range: 150m**
- **Damage: 35**
- **Zoom: n/a**
- **Modes: Semi-auto/auto**
- **Use: Short range**

The PPSH41 is an amazing short-range powerhouse, used as a supplementary weapon when VC gunners are armed with the long-range SKS. It has very low recoil, but is inaccurate at almost all ranges. It is meant to saturate an area with a lot of rounds to suppress the enemy and make them dodge for cover.

TYPE 56 ASSAULT RIFLE

- **Ammo: 7.62mm**
- **Clip Capacity: 30-round magazines**
- **Total Capacity: 500**
- **Range: 300m**
- **Damage: 30**
- **Zoom: n/a**
- **Modes: Mounting/unmounting bayonet**
- **Use: Short range/melee**

The Type 56 is a replica of the AK47 but remanufactured by the Chinese. The only modifications to the body are the folding wire stock (to make it lighter) and the integral bayonet. It's also automatic only. Otherwise it's the same gun.

PU SNIPER RIFLE

- **Ammo: Sniper ammo**
- **Clip Capacity: 5 rounds**
- **Total Capacity: 500**
- **Range: 400m**
- **Damage: 50**
- **Zoom: 8x**
- **Modes: Semi-auto**
- **Use: Sniping**

The PU sniper rifle is the Communist long-range killer. It's a simple and durable gun used effectively by elusive Viet Cong snipers. It has a slow rate of fire, and an even slower reload time, as each round has to be fed in by hand.

TYPE 24 HMG

- **Ammo: 7.62mm belt**
- **Clip Capacity: Unlimited**
- **Total Capacity: Unlimited**
- **Range: 400m**
- **Damage: 40**
- **Zoom: n/a**
- **Modes: Automatic**
- **Use: Mounted gun**

This Chinese heavy machine gun is found in a mounted position, used to fortify entrenched positions. It has a high rate of fire and is used for antiaircraft defense.

RPG7

- **Ammo: 85mm grenades**
- **Clip Capacity: 1**
- **Total Capacity: 11**
- **Range: 200m; explosion 3m radius**
- **Damage: Explosion = max 50/min 10; projectile = 100**
- **Zoom: n/a**
- **Modes: Single shots**
- **Use: Rocket launcher**

The RPG7 is a rocket launcher. It fires a rocket-propelled grenade that is devastating against bunkers, light armored vehicles, and even tanks.

TT33

- **Ammo: 7.62mm**
- **Clip Capacity: 8-round magazines**
- **Total Capacity: 500**
- **Range: 50m**
- **Damage: 35**
- **Zoom: n/a**
- **Modes: Semi-auto**
- **Use: Side arm**

The TT33 is a common sidearm used by Communist armies, carried by troops, mortar crews, and officers alike. It is a Soviet model, but the Chinese make and distribute a similar weapon.

RECOILLESS RIFLE

- **Ammo: 90mm rockets**
- **Clip Capacity: n/a**
- **Total Capacity: n/a**
- **Range: 400m; explosion 2m radius**
- **Damage: Explosion= max 40/min10; projectile=200**
- **Zoom: n/a**
- **Modes: Single shots**
- **Use: Rocket launcher**

This Russian heavy weapon fires a rocket-propelled HEAT projectile or grenade. Carried and fired by one person, it is mobile and deadly against vehicle and large groups of infantry. It is often used as a mounted weapon as well. As a single-shot weapon, it is loaded via a swing-open breech. It is designed to be used against armor and fortified positions, and, as it can penetrate concrete and other hard materials, it's excellent for advancing on a command post. Carrying this weapon slows your rate of movement by 50 percent.

MORTAR ROUNDS

- **Ammo: Grenades**
- **Clip Capacity: Unlimited**
- **Total Capacity: Unlimited**
- **Range: 3m from target point (when smoke grenade falls)**
- **Damage: Explosion = max 80/min 10; shrapnel = 12 projectiles for 10 damage each**
- **Zoom: n/a**
- **Modes: n/a**
- **Use: Explosives**

Both the American and Communist armies can call in mortar strikes by using colored smoke grenades. Throw the smoke grenade where you want the center of the mortar strike to fall. The mortar rounds are arranged around that center point up to their maximum radius.

STICK GRENADE

- **Ammo: Grenades**
- **Capacity: 7**
- **Range: 30m**
- **Damage: Explosion (3m radius) = max 80/min 10; shrapnel = 12 projectiles with a 6m range for 10 damage each**
- **Zoom: n/a**
- **Modes: n/a**
- **Use: Explosives**

Stick grenades are the Communist version of the American M61. They are thrown by a small handle, giving them a comparable range and straighter trajectory. Aside from that, they function identically to the M61.

BOOBY TRAP

- **Ammo: Grenades**
- **Capacity: 4 can be carried at one time**
- **Range: 1m; explosion 3m radius; shrapnel 6m**
- **Damage: Explosion = max 80/min 10; shrapnel = 12 projectiles for 10 damage each**
- **Zoom: n/a**
- **Modes: n/a**
- **Use: Explosives**
- **Note: Multiplayer missions only**

Booby traps consist of a few stakes of bamboo, a grenade, and tripwire. When equipped, hit the fire button to place the first stake, then walk a short distance and hit it again. If you move farther than five meters, the second stake places automatically. Anyone can trip a booby trap, regardless of side.

DEMO CHARGES

- **Ammo: n/a**
- **Clip Capacity: 1**
- **Total Capacity: 1**
- **Range: 3m**
- **Damage: Explosion = max 100/min 20**
- **Use: Explosives**
- **Notes: Multiplayer missions only**

C4 satchel charges have a timed detonator set to a five-second delay. Place these charges on specific areas indicated by the small yellow satchel graphic.

ARMOR

The Marines commonly used body armor in Vietnam, but it was rarely seen among the Viet Cong. Steel helmets and flak jackets are sometimes standard Ally-issued gear. Only certain classes can use armor, as indicated in the class profiles in multiplayer mode.

HELMET

The heavy steel helmet used by the Allies protects the head against enemy small-munitions fire and shrapnel. The helmet gives 20 points of damage before rendered ineffective. Wearing a helmet does not affect a class's stealth profile.

FLAK JACKET

The flak jacket is American military standard issue. It consists of multiple layers of protective armored plating. It's strong enough to stop small-arms fire and protects the soldier's torso from grenade explosion shrapnel. It offers 20 points of damage protection, but it increases a class's stealth profile by 10 points.

AMMUNITION

Ammunition can be a limited resource at times, so fire conservatively. You start your missions with a set amount of ammo and can find more on the battlefield, either in ammunition stockpiles or picked off a fallen foe's body.

The VC have an advantage when it comes to ammunition. The Warsaw Pact set an agreement between party states to manufacture the same-size munitions for many weapons. In a firefight, it is much easier to find ammo for a Communist weapon than an American weapon.

EQUIPMENT

HEALTH POWER-UPS

In the heat of battle, you are grazed by a few stray bullets. Keep an eye out for a couple of health power-ups you may come across in the field.

Canteens

These items are commonly found when searching fallen foes in the field. They heal 10 points of damage; if you have fewer than 10 points of damage at the time, they restore you to full health.

Medic Kit

These health power-ups are similar to canteens, but are usually found in the open in various locations. The medic kit restores 50 points of damage; if you have fewer than 50 points of damage, it restores you to full health.

SMOKE GRENADES

Smoke Grenades (Colored)

- **Ammo: Grenades**
- **Clip Capacity: 1**
- **Total Capacity: 5**
- **Range: 30m**
- **Damage: n/a**
- **Zoom: n/a**
- **Modes: n/a**
- **Use: Marks area for mortar strike**

Smoke Grenades (White)

- **Ammo: Grenades**
- **Clip Capacity: 1**
- **Total Capacity: 5**
- **Range: 30m**
- **Damage: n/a**
- **Zoom: n/a**
- **Modes: n/a**
- **Use: Envelops an area in thick white smoke for concealment**

These versatile pieces of equipment can be used both offensively and defensively. They can be used to conceal attacking Allied units, cover a retreat, signal other units, mark landing zones, or to designate targets for artillery or air strikes.

Smoke grenades are thrown like regular grenades and have a similar range and behavior. When detonated, it discharges colored smoke for five seconds, filling a volume of 10 cubic meters. The way the smoke behaves depends on environmental conditions like prevailing winds. Colored smoke effectively blocks the line of sight between characters on opposite sides of the billowing cloud.

When inside a cloud of smoke, characters have a 75 percent reduction to their stealth profile.

WIRE CUTTERS

These items are used to cut VC booby trap wires. When approaching a tripwire, you are prompted to use the cutters to snip the wire and render the trap useless.

CLACKER (CLAYMORE DETONATOR)

This hand-held device is used to detonate the American Claymore antipersonnel mines. Simultaneous triggering detonates each Claymore all at once.

SINGLE-PLAYER MISSIONS—OPERATION 1

DA NANG

This is it, Marine: Da Nang, the first and most important airbase in the campaign against the Viet Cong. In the hilly countryside surrounding this area of the central Vietnamese coast, the VC has established many bases from which to terrorize the local village communities and the US military. The defense of this base is paramount; the world's eyes are on Da Nang.

The Da Nang operation takes place in the surrounding countryside. You defend the base and pursue VC forces through the dense jungles, destroying supply depots, capturing an enemy commander, and protecting a US armor support column. As your introduction to Vietnam goes, this is the nitty-gritty. Let's get down to it.

SUB-OP L1—BODY COUNT

Mission L1a

War reporters have a bad habit of getting in the way.

There's nothing like football to take away the stress and help you remember home. In Da Nang's jungles, you don't have much chance to play, so take advantage of it here and get acquainted with your controls.

Smooth is waiting for a nice spiral toss.

Find Smooth in the middle of the camp and talk to him. The football is behind you under the truck. Go prone to get under there. (If you stroll by the guys playing cards, you will get some interaction that won't happen if you throw to Smooth first.) After you have the football, target Smooth and toss it to him.

Where did those rockets come from?

Does that mean the game's over, Zook?

After you play for a bit, several rockets slam into the base's north area. Your Commanding Officer (CO), Zook, calls the squad together and orders you to prepare to depart. You're off to find from where those rockets came.

Your CO, Zook, calls the squad together.

Mission L1b

You, Greaser, Smooth, and Hoss riding on the APC

This mission starts with your crew riding on an APC in a column along a Da Nang back road, shooting the breeze, when a water buffalo wanders onto the road between armored carriers.

What is this?

Two villagers run to catch the animal and lead it to the field. An impatient Marine jumps off the APC in front of you to help and sets off a VC roadside bomb, killing him, the two villagers, and the water buffalo. The VC swarms in from the adjacent fields. Take cover!

Stay behind the APC until everyone regroups and heads out to meet the rushing VC.

Stay behind the APC until everyone regroups.

Get to the shack for cover.

Head east with the squad into the field and find cover fast; VC forces rush in from the outskirts. Get to the small shack and duck behind it, limiting your exposure. The squad fans out, finding cover to engage the enemy.

Watch your squad mate's back.

After the action slows and the main wave of VC has been dealt with, regroup with your mates and continue through the field, watching the objective marker on your compass. Use cover, like bushes and large boulders, as much as you can; move from cover to cover. You may find a few more VC waiting in the bush for you, but they are easy to pick off with the team's help.

Continue through the field, watching for more VC.

In open environments such as this field, assess your concealment options and move from cover to cover. Minimize your travel and maximize your concealment. Learn to think like the VC and hone your intuition for finding them before they find you.

Continue toward your objective marker at the clearing's other end. After you reach the trail through the jungle and Zook talks to the squad about following the VC to their encampment, the mission ends.

Mission L1c

Hot on the VC trail.

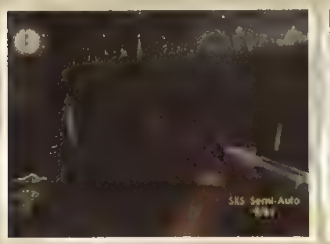
The level begins on the jungle trail. You and the squad are hot on the track of the VC; hopefully you'll find their encampment. The jungle is dense here; it's easy to get lost in the leaves. Watch for movement around you rather than identifying individuals. Anyone you run into out here is VC.

VC can hide anywhere.

TIP

Use your precise-aim mode to look through dense vegetation. Your aiming reticule turns red when it targets an enemy.

As you move through the jungle, you encounter small groups of VC. The squad won't have too much trouble with them, but keep your eyes peeled for booby traps, especially tripwires attached to grenades. There are several through this stretch, so pick your routes cautiously, spot the traps, and cut their wires. You find them both on the ground and attached to trees.



This one is easy to spot.

The VC is getting creative. Watch out for this one—it's easy for the squad to miss.

A VC warning post fashioned from bamboo. Here's a better look at this booby trap.

You spot a VC patrol scout. There's going to be another firefight, so take him out.

This scout didn't report back.

It doesn't matter if he spots you first. The VC patrol is close, and you're going to have to get through them.

After you reach the top of the hill, find cover. VC forces are dug in on the slope—behind cover, in spider-holes, and in the top bunker. The bunker is where the rockets are coming from, so you need to clear the area and mark it with smoke for an artillery strike.

Get to cover to avoid the machine guns in the bunker at the top of the hill.

From behind the dirt ledge, spot your route to your current position's left. You want to head west to a second dirt ledge. Be careful—a VC soldier may be thinking the same thing.

Spider-holes are effective but not unbeatable.

There is a spider-hole uphill from this second ledge. Snipe the VC there, as well, to minimize the crossfire you have to dodge getting over there.

After you deal with the VC soldier in the spider-hole, duck inside and bandage yourself if necessary. This is one of the safest spots on the hill. Your squad draws fire from the bunker from the bottom of the hill while you go to work.

This is a view of the second dirt ledge from the hillside's west end.

After a short breather, get on your belly and crawl slowly up and out of the hole to spot the bunker. Stay low or you're going to be filled full of lead.

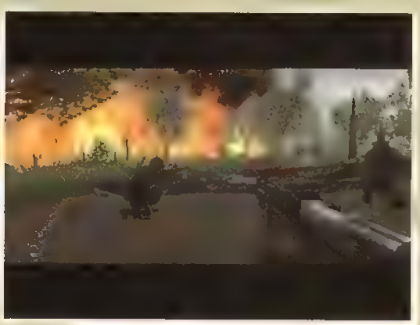
You don't have to crawl that close to the bunker to lob your smoke grenade. When it lights up in red, get to the spider-hole for cover. Now sit and relax until the artillery strike works its magic.

Wow, that was quite a blast!

When the bunker explodes, get to the top of the hill to meet up with your squad at what's left of the VC rocket installment. Tend to your wounds if necessary. The fight isn't over yet.

Survey the area for cover; use the felled trees and piles of dirt. The best vantage is lying down behind the right dirt pile. Another VC wave is coming from nearby to investigate the explosion at the bunker. Some of them pin you down at the site from the tree line; you see many guns blazing out of the forest. Ignore them for the time being while you deal with the VC you can see rushing the bunker site. Make sure all the angles are covered between you and your squad and hold out until Zook can call for an air strike on the tree line.

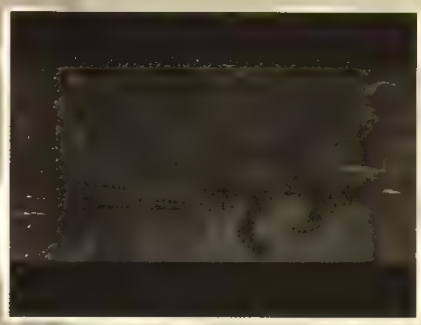
There are a lot of rockets up here.



After the air strike comes down, it's game over for the VC.

SUB-OP L2—CLEARING THE HAMLET

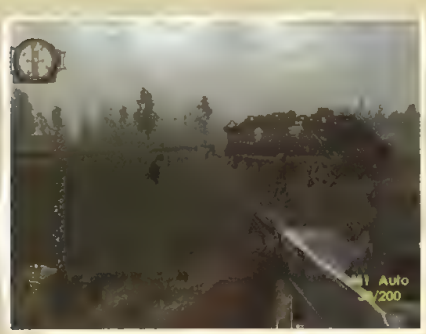
Mission L2a



Can you believe this guy?

The Viet Cong has overtaken a local village. The Marines have been given specific orders to clear them out and destroy any supply caches you find. You, Hoss, Greaser, and another sniper are riding inside a Marine APC en route to the deployment when the transport gets bogged down in the mud. The driver says you'll have to hoof it the last mile or so, as he revs the engine trying to get out of the mud hole. He opens the ramp door and sends you off with your squad.

When you're out the door, the VC launches an ambush and the sniper is shot dead. Grab his gun and get behind the APC for cover. The VC comes from behind the dikes to the south and east on the other side of the APC. You can use your grenade launcher to great effect here.



More VC flank you from the other side of the APC.

After you take out the first VC wave, a mortar is launched. You have only seconds to get away from the APC before it's turned into a giant fireball.

Back away from the APC, and head with your remaining squad to the southwest, where it is covering you. There is a small track over the dike; find cover behind the dirt wall to take out any oncoming VC.

You won't be using the APC for cover now.

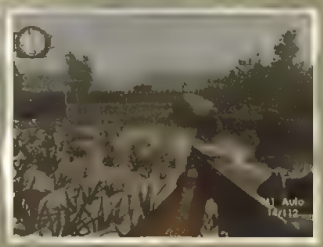
When the VC has been killed or has retreated, head northeast down the irrigation ditch and follow it until you come to a rise out of the ditch at the next paddy's end. Be careful when you pop your head up. Several VC gunners wait for you.

Keep low while moving through the ditch to avoid headshots from the adjacent paddy.

Keep your head low when you emerge from the irrigation ditch.

After you're on the dike, get on your belly and survey the landscape with your M21 scope. You can easily spot most of the nearby VC gunners around here and on the other side of the adjacent bridge. Take out everyone you see during this firefight before moving through this paddy toward the bridge.

The M21 scope is handy here.



Clear the area surrounding the bridge before moving on.

Go across the small wooden bridge into the next paddy. Zook's APC is across the dike in the next northern field. But you have to go to this dike's far end to access the field, and the VC is moving up in waves toward Zook's squad.

Advancing VC pin down Zook's squad.

Use your M21 to knock off VC hats.

Deal with the attacking VC and get over to the second APC. Zook points you in the right direction and tells everyone to meet down at the creek bed.

Zook's squad is safe and sound, more or less.

Get out of the open!

Down into the creek bed.

Mission L2b

Zook addressing the squad.

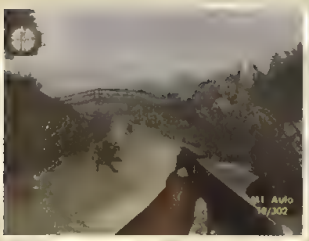
You, Hoss, and Greaser are to head down the creek bed and investigate the hamlet downstream. Make your way through the shallow ravine through which the creek winds. That's easier said than done. There is limited cover in the creek bed and most of the enemy is above you on the banks. Get going!

Heading down the creek bed.

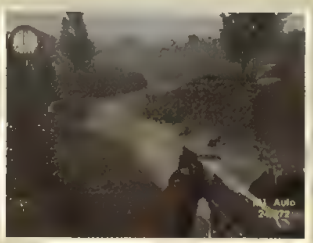
Go west down the creek bed, watching for VC both on the banks and in the creek. The first firefight comes at the first big corner, where another reach joins this one. Do not limit your surveillance to your front—the VC can and does come up from all sides.

Check over your shoulder every so often.

Move down the creek bed toward the bridge. It may be quiet, but that changes soon. Watch above you on both banks. A few VC soldiers hide up behind some rocks to your left before the bridge, and there may be one on the right bank in some bushes, waiting for your back to turn. Scan the area before continuing on.

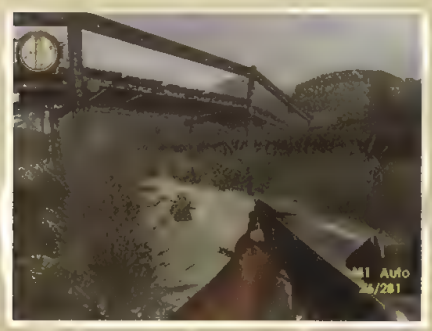


Scan the area of the bridge carefully; the VC soon comes running out.



The ledge along the bank is a great vantage point.

When more VC soldiers show up, stay on this side of the bend. Even more wait downstream, and the crossfire is devastating. Several gunners show up from the far side of the hut above you and try to pin you down. Take them out quickly!



Keep your eye on the bridge.

You may have cleaned out this bridge, but as soon as you pass underneath, several VC soldiers charge across it and use the vantage point to kick your butt if you don't take them out right away. If downstream is clear, walk backward under the bridge and wait to pop them as they walk across to the middle to get a bead on you.

Watch for VC rushing up the ravine.

After making it through the hamlet, continue west down the creek bed. Soon you come across Zook and his squad, with the reporters, pinned down by a group of aggressive VC charging down the hill. Get over there and back them up!

Help out Zook's crew to end the mission.

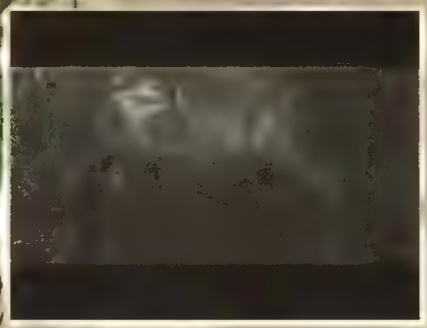
Mission L2c

Now you're back in the jungle, and things are not getting any easier. You're craving the open rice paddies soon enough after you get a taste of the tight house-to-house fighting in these three villages. Your squad starts making its way through the jungle, looking for signs of the first hamlet, when a reporter is spooked by a flock of birds and everyone laughs at him. While everyone is having a hearty laugh, one of the Marines on point trips a Malay whip, is impaled, and dies instantly.

The jungle is not a friendly place.

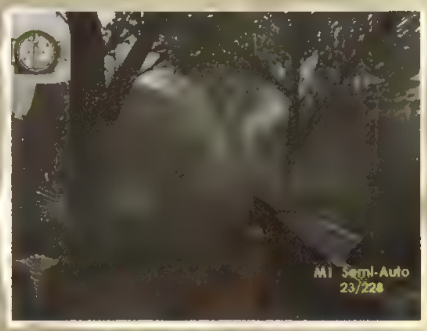
This Marine didn't even see it coming.

Continue west down the jungle path and soon you come across the first hamlet. You find a Vietnamese woman and a man who try to convince the squad that they are not VC. When one of the Marines punches the first male villager, a second villager runs up from one of the buildings and throws a grenade to start a firefight.



Watch for the third villager to show up and heat things up.

The first hamlet is a cluster of three hooches. The first two are quite visible from the road and relatively easy to clear out, but the third is tucked in behind. In the window is a mounted-machine gun manned by very stubborn VC who will not abandon their post unless killed. Don't get between these buildings while you clear the first two hooches.



Stay a bit southwest of the first hooch to avoid fire from the mounted-machine gun.

The door of the second hooch to the north faces you. The VC soldiers run back and forth in the room, so pick them off easily from your cover. Grenades work very well lobbed in through open doors. Slowly work your way past the first hooch, around the outside to the southwest. Get in behind the first hooch to spot the VC machine gunner. If you can't get a clear shot, sneak inside the first hooch and shoot carefully through the open window.

The VC machine gunner has a perfect view between the buildings. Don't try to rush him; it's a very confined space.

Out the back door.

When the hooches are cleared, head out through the back of the third hooch and head off to find the next hamlet.

It's a nice-looking bridge, but don't be tempted to cross it.

After a quick run through the jungle, you come to a bridge. Be extra cautious here. This bridge is totally exposed. There are VC soldiers on the other side, and more below the bridge. A VC mounted gunner down the gulley at the end, off to the north, has great aim and a perfect view of bridge traffic.

The VC has you lined up on this one.

As the VC soldiers spot you and rush across the bridge, take them out from the safety of the south end. They should be quite easy to pick off from this vantage point. Get down low and go to work. Stay low, because there are more VC soldiers in the water below you. Snipe the gunner on the mounted-machine gun before you go anywhere. If you take him out early with the sniper rifle, the ambush will not occur and it will be a nice stroll to the next clearing. Once the bridge and adjacent area are cleared, move to the right and down the bank into the water.

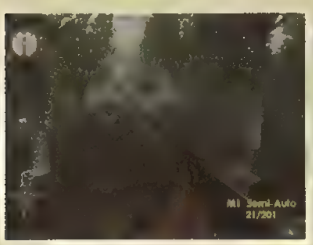
Get down into the water to deal with the remaining VC on their level.

Once the squad is in the water, you have no trouble clearing out the rest of the VC from the pond.

Follow the bank down into the water. Here you have some cover in the water plants. Slowly work your way around the bend to spot the few stragglers and take them out. Once the pond area is clear, head up to the north end and out of the water into the jungle.

En route to the second hamlet.

On your way through the jungle toward the second hamlet, you're bound to come across some VC guarding the path. Don't let them distract you too much, because there are booby traps across the road. Keep an eye out and choose your cover carefully. Resistance here is not that heavy, but expect that to change when you reach the next hamlet.



The approach to the second hamlet.

Keep the VC off the mounted gun in the hooch window.

Once within sight of the second hamlet, watch carefully for the VC gunner at the mounted-machine gun in the window of the first hooch. Take him out quickly, along with any other immediate resistance. The sooner you move up, the better, so no more VC can approach to man the gun.

Move up to the gun quickly so the VC soldiers give up using it.

This mounted gun has a great view of the hamlet approach, so take the gunner out fast.

Use the back window of the first hooch to view the back area of the hamlet. From this cover you should be able to slowly pick off VC from outside their hooches.

Use the back window of the first hooch for cover.

Use your grenades often to clear out the remaining hooches. When the surviving VC scramble for safety, pick them off from the security of a window or from behind the outside corners of the buildings. Once the second hamlet is clear, Zook calls a meeting at the well in the middle of the village. It seems the reporters have gone missing; you are to proceed to the third hamlet and find them.

Zook calls a meeting.

The rest of the squad holds down the fort while you find the reporters.

Head off to the third hamlet, but watch for VC gunners in the brush. The fight is not over yet.

The VC is great at hiding in tall bush.

Keep trucking toward the last hamlet.

The third hamlet is a close group of five buildings. When you reach the hamlet, house-to-house fighting should be engrained in you. Proceed as you did for the last two hamlets, clearing each building methodically as you go, waiting for the objectives to update. Clear out a hooch with a view and then use it for cover when sniping to the other buildings.

In one of the first two hooches (the one on the right), VC may continue to spawn until you actually move into the hut to clear it out, so watch for continual VC here. They will eventually clear, but you have to be patient and take out about 40–50 of them.

Quickly clear the first building and get inside for cover.

Use the windows often, but don't stick your head out too far.

Work your way through clearing the buildings. If a hooch objective doesn't update, it means another VC is attached to it. The VC in each hooch don't actually have to be *in* it, they can be around the side or out back, so take a good look with your team to make sure you get everyone.

Don't leave any VC standing.

The reporters probably won't run off for footage next time.

You find the reporters hiding out back behind the last hooch (the long one with two rooms). They're anxious to get out of here, so lead them back to Zook at the well in the second hamlet. It should be a straightforward run back to the rest of the squad to end the mission.

Zook has some difficult orders.

The hamlet goes up like dry kindling.

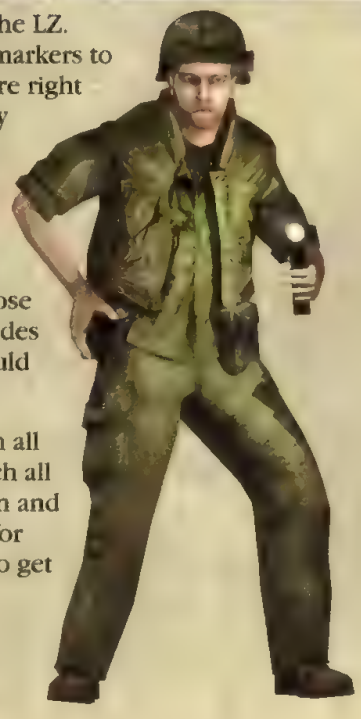
Mission Lad

Get to the LZ.

The mission begins with you and the squad babysitting the reporters long enough to get them out on Hueys. You have to get to the LZ, engage the advancing VC forces, and hold the position until the choppers can get in and out.

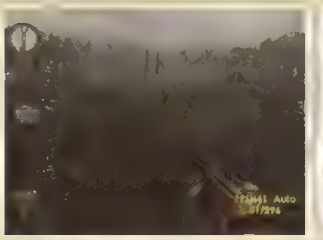
You can duck out of the pit during the firefight for better cover, but watch your back!

It's a quick trip to the LZ. Follow your objective markers to the east and you're there right away. That was the easy part. The VC is advancing in waves to overrun your position. You must occupy the mortar pit and prevent any VC from getting close enough to throw grenades into the pit, which would kill everyone.



They come up from all sides. You have to watch all angles and even duck in and out of the pit at times for better cover. It's time to get aggressive!

You must hold the pit through several waves of VC until the UH41 arrives. The squad does a good job, but you're the main defense for the pit, so be on your toes. You actually have a better chance of survival if you take cover in some of the abandoned hooches nearby. There is even a machine gun you can use in one of them.



Help has arrived.

Cover the squad as everyone boards the UH41.

The VC is still coming!

Once the UH41 has landed and the boarding completed, you must man the mounted door gun. This is a brutally powerful machine gun that takes some practice to use accurately. When in the air, you are charged with destroying the two gun emplacements and scattering VC ground forces. Now let the mayhem begin! Unleash your lead fury on the VC!

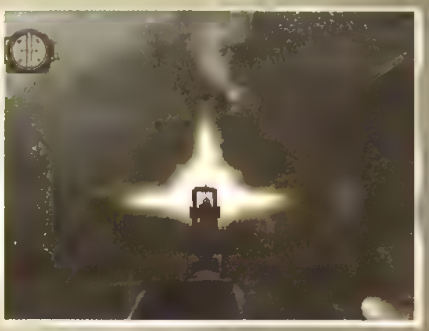
In order to clear this level you must first kill five VC ground troops with the door gun. When this first step is complete the chopper will change its flight path and you must kill five more plus destroy the two bunkers (gun emplacements). Then the chopper will land to pick up "Zook."

Man the door gun on the UH41.

Take out the first gun emplacement.

Work on the ground forces when the first gun emplacement is destroyed.

Aim first, fire second! Don't try to aim while you're firing. There is so much power and recoil behind this machine gun that laying down fire needs to be a little conservative. Spot your target, then release a quick burst on the trigger; there are so many rounds shot that you're bound to hit your target. Continual fire makes aiming very difficult.

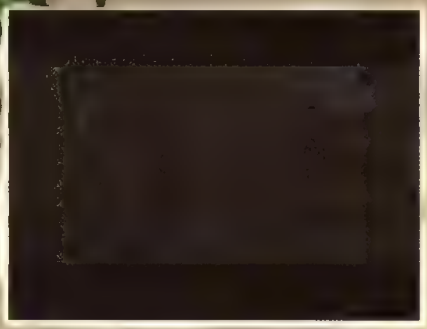


Aim first; fire second! Fire in short bursts and repeat!

Once the two gun emplacements and VC ground forces have been eliminated, Zook and his squad can safely assemble at the LZ for pickup. When the Huey lands and the squad hops on board, the mission is over.

SUB-OP L3— NIGHT TRIP

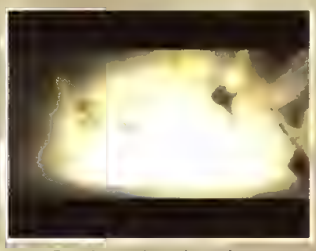
Mission L3a



Welcome to covert night ops.

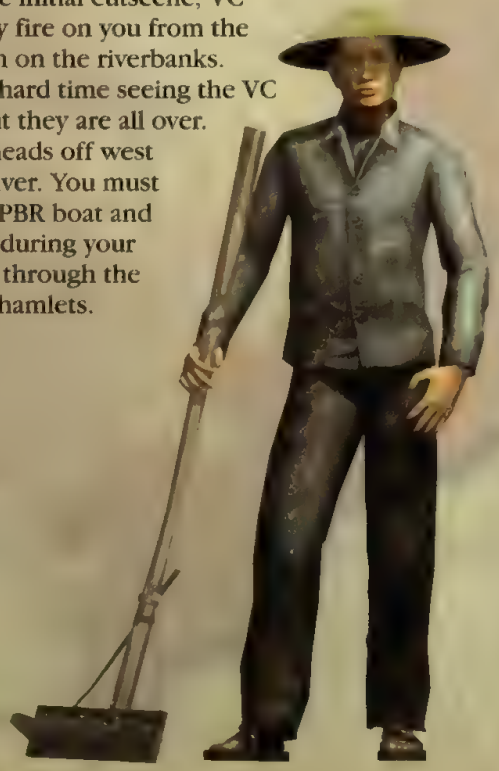
Into the thick darkness of the Da Nang jungle you go, via PBR riverboat to your insertion point far down the river. You must get the boat through several VC riverside hamlets and rocket defense posts before you reach the insertion point, so choose your fights wisely. You don't want any unnecessary attention and you certainly don't want to waste your ammunition.

These villagers look innocent enough.



On the other hand....

After the initial cutscene, VC immediately fire on you from the dense brush on the riverbanks. You have a hard time seeing the VC shooters but they are all over. Your boat heads off west down the river. You must defend the PBR boat and your squad during your night flight through the waterfront hamlets.



Take out the saboteur VC fishermen.

Watch for gunfire from the riverbanks.

On the approach to the first hamlet.

As you travel down the river, you soon get close to the first hamlet. Keep your eyes peeled for VC on the front decks of these buildings. The first hamlet is a group of six buildings, but at the end of the hamlet a VC boat blocks the narrow passage. You have to take them out to get through.

Watch for the VC boat blocking the way.

Keep the decks clear of gunners.

The grenade launcher is very effective here.

Once you are through the blockade, watch for VC boats trying to flank you. If they get close enough, they toss grenades into your boat and kill everyone. Rely on your M1 and try to save most of your grenades for the later part of the mission. Several VC boats speed away from you, some firing, other not. Watch especially for the small docks manned by VC with shoulder rockets.

After getting through the second hamlet, you come to the insertion point just upstream of the bridge. On the approach, take out the few VC gunners on the bridge as your boat circles around, plus the VC rockets on the dock. Then your boat lands and you can get to cover.

Find cover quickly. Better off the dock than on!

The VC mounted gun has a great view of the dock.

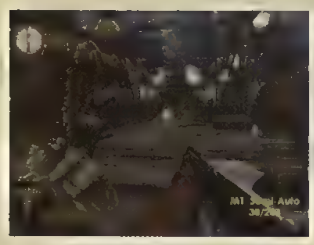
The VC mounted gun at the top of the hill has a great view of the dock—don't loiter here. Plus, many VC come down the hill soon, so you better find some good cover. There are two places to use, one better than the other. On the left side (facing uphill), lots of brush obscures your location, but it offers no physical protection from a dangerous amount of crossfire.

Alternatively, if you feel more aggressive, rush the underside of the bridge, taking out a couple of VC who had the same idea, and use the bridge construction as a shield against enemy fire. It's much safer under the bridge if you can claim the area quickly (as soon as you get off the boat). Work your way up the hill, using both your M1 and grenades to clear out the VC.

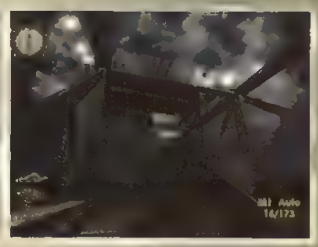
It will be a tough go, just getting to the top of the hill.

Survey the bridge before continuing on.

At the south end of the bridge, have a good look around. There is nowhere to go once you cross over, so the squad's exposure is maximized. There is little cover on the bridge other than a couple of stacks of equipment and the truck farther along, so pick your route and travel very slowly and cautiously. If too many VC are alerted to your presence at once, the firefight may not go your way.



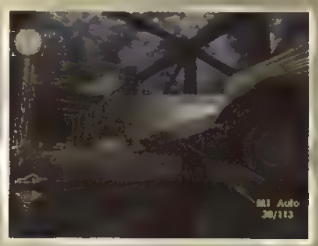
Watch for more movement.



Watch above you on the bridge cage for VC snipers.

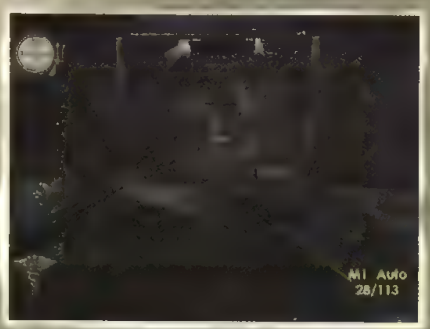
Move along the bridge deck slowly. A couple of VC soon pop out and engage you. Two or three at a time shouldn't be too difficult to deal with. That said, once you get closer to the bridge cage, watch for snipers who also toss grenades down onto the bridge deck. If you're crawling across the deck, you better get up and run fast to avoid being blown to hell.

Use the truck for cover.



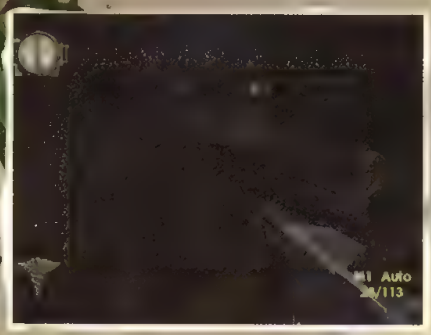
Make sure the area at the north end is clear.

When you make it to the truck, get down low and stay tight up against it on the bridge deck. A handful of VC are at the north end of the bridge, and the crossfire they create here can be treacherous. Pick them off one at a time. If you have any grenades left, they definitely come in handy here. Once you reach the far north end of the bridge by the torches, the mission ends.

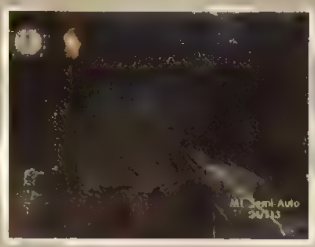


Always check over your shoulder!

Mission L3b



The mission starts with you and Greaser quietly sneaking through the jungles of Da Nang into a VC fortified hamlet. Your mission is to capture the VC commander at this outpost, as he can supply much-needed intel on the enemy's plans to attack a Marine outpost near Chu Lai.



A well-placed grenade does the trick.

Take out the VC gunner in the tower first!

Make your way east down the dirt track toward the encampment. You come across two VC guards on the path who can be taken out easily with a grenade. Continue on until you spot the first buildings in the encampment, one of which is a tower with a VC mounted gun. Take out the gunner quickly or he sprays your area with a hail of lead.

Watch for the second tower gunner.

Grab the supplies from the shack.

When the west section of the encampment is clear, continue east across the area toward a fuel building and a second guard tower. Snipe another gunner here from a safe distance. Make sure to grab the supplies in the fuel shed before you move on. Use this safe spot to bandage any wounds before engaging the VC up the path. If you head left from this area, you can take out the machine gunner that would have caused you problems on the way back to the boat.

Watch this hooch carefully.

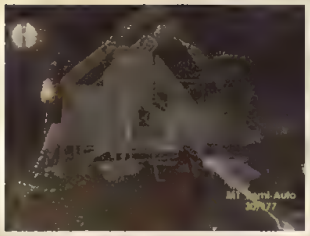
Keep your eyes on it!

Continue on to your objective marker and soon you see the hamlet. This place is overrun with VC They're both in and around all of the buildings—don't rush anything here. Take your time and let them come to you. Keep your eyes on the first hooch with the closed front door. When you get close enough, the door opens and several VC rush you. Have a grenade ready in the launcher and fire at the foot of the stairs as soon as the door opens.

Use hooch No. 1 for cover and to snipe from.

There's the commander's hooch.

When the first hooch is cleared, use the windows to snipe from and clear out the second hooch directly behind it. You should see the VC running back and forth inside. If Greaser hasn't encountered any further resistance, you see him guarding the front door to the VC commander's hooch to the south.



Make sure all hooches are clear for your passage out of the hamlet.

Check the middle grounds thoroughly.

Move from the first hooch to the second to make sure it's clear. Remove as much VC resistance as possible for your flight out because you're going to be slowed down slightly. Get into the center of the hamlet and scan between the buildings for hiding VC snipers.

Watch for the front door to open.

When the coast is clear, equip a grenade and move toward Greaser, who is guarding the front door to the commander's hooch. As soon as you get close, the door is breached and the VC inside start firing. They're ready for you and they're great shots, so take them out with frags before you get taken down. You can also use the window behind the machine gun to the right. Using the launcher to bounce a couple of grenades off the back wall of the main room eliminates everyone quickly.

Got him!

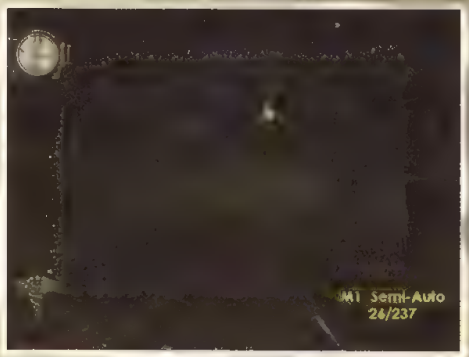
Pack your suitcase, commander!

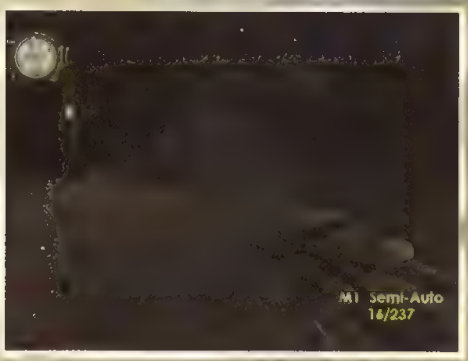
When you kill the first couple of guards in the first room, reload and first check the room to the right, which should be empty. Now turn and head toward the opposite door, where your squad mate is engaging some VC advisers. There are at least two in that room plus the commander, so be quick. Rush the room and take out the two guards. The VC commander surrenders and Greaser attends to him.

You're coming with me, commander!

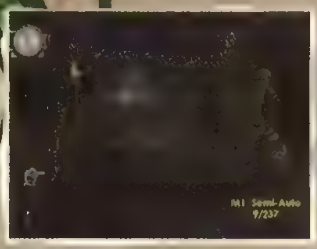
Check your route first.

Once the commander has been apprehended and he's slung over your shoulder, you won't be able to change weapons. From the commander's building, check out all the windows to ensure that no VC has snuck up to ambush you outside the building. You're now a bit slower too, so assess your route well and maximize your cover. You have several more firefights to go before reaching the boat, so stock up on ammo and prepare to shoot one-handed!





The path to the hamlet where the boat is coming to pick you up is comparatively quiet. You may come across a few VC during the hike, but the big firefights happen in the hamlet itself.



The boat is on the other side of this hamlet.

Keep an eye on these windows.

When you spot the first buildings in the hamlet, keep your eyes on their windows. Several VC inside the first hooch on the left may be sniped from outside with some sharp shooting. If they spot you and aren't taken out right away, they run out of the building to engage you on your own level.

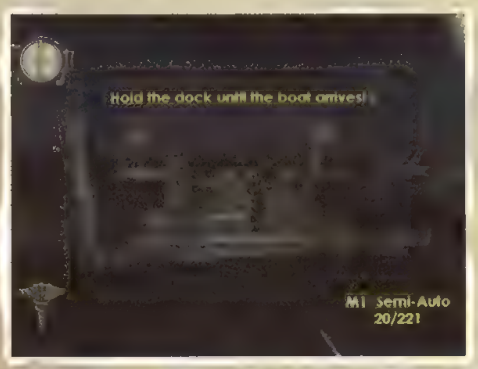
Move north for cover first, instead of going west.

Use this shed as cover.

Instead of heading west toward your objective marker, move north toward a shed close to the water. A VC is likely to be inside, hiding behind some sheet metal. Use the cover of this building to snipe any wandering VC out in the open. Clear your path to the boat as much as possible for the all-out run that is soon coming up.

When the coast is clear, reload and run!

When you have cleared out as much of the VC in the hamlet as you can spot from this shed, head for the docks at your objective marker. Keep close to the base of the large building in front of you and watch for VC coming from the south and behind you from the east. Even if they start gaining ground, keep running for the docks. Don't wait for more to show up!



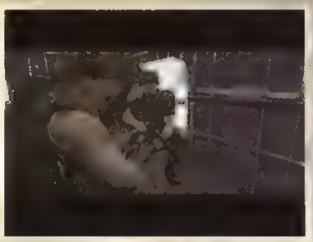
Once you're on the docks, turn around to face the oncoming VC soldiers who try to rush you. Get down low and pick them off as they run down the wooden dock toward you. The boat is on its way, so just hold on!

SUB-OP L4—STARLITE

Mission L4a

The intel gathered from the captured VC commander gave valuable insight into the enemy's plans to attack the Chu Lai airfield. The Marines are massing for a pre-emptive strike on VC ground forces, hoping to catch them off guard and send them into disarray. This is the first major American ground offensive in Vietnam.

You can outright destroy the mounted machine gun by launching an M79 grenade at it. A well-placed shot will both destroy the gun and kill the VC rocket crew next to it.

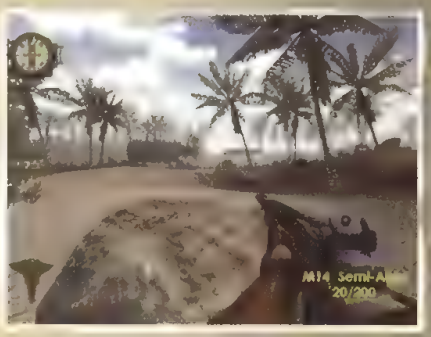


Marines deployed from the UH34.

Let's go!

You and your squad are being sent into the countryside south of Chu Lai via UH34 deployment on the coast. You are to secure an LZ and take a strategic VC stronghold, Hill 43. Good luck, Marine!

Once you're out on the beach, the action starts quickly. Find cover! A large boulder is right in front of you when you disembark. Get there, get low, and stay put!



Get to cover quickly!

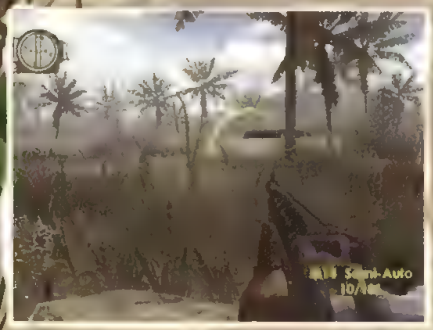
The rest of your squad rushes ahead to the bunker, but they are attacked from behind by VC soldiers. Stay where you are and you can pick off the VC as you like. First, snipe the two VC gunners in the dugout bunker to the north.

There may be one more VC soldier just off to the left by the scrub brush; take him out. As the squad moves up, watch for VC flanking them and coming in from behind. Stay under cover until you've eliminated their immediate threat.

Get ahead of the bunker to defend your squad from VC snipers.

The ideal cover is the boulder cluster ahead to the left.

Once the threat to the bunker from the flank and behind is dealt with, move up to the bunker with your squad, grab the supplies if you need them, and move up to the north to another cluster of boulders. Use these for some great cover from the VC mounted gunner farther to the north.



The VC does not abandon the mounted gun for anything, until they're overrun.

From this vantage point you should be able to easily pick off any VC ahead of you, hiding in the hedge just off to the west, plus the first recoilless rocket team in the open, just below the mounted gun emplacement. While you spot these VC, you have to keep sniping the VC gunners that show up repeatedly to man the turret. They do not stop coming for that gun until the next objective is reached.

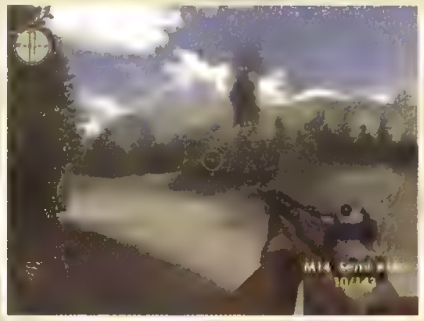
This mounted gun has a great view.

Eliminate the second VC rocket team.

When you kill all the VC in the immediate area, the objective changes to hold that spot until further orders come in. Soon after that, you are charged with capturing the next gun emplacement. Your squad moves up for that objective and you can then head north to the first turret on your own to get a bead on the second rocket team firing at the Marine Hueys.

Your squad will sometimes take out the second gun emplacement for you, however, watch to make sure that it happens and that the objective updates. If you kill the second rocket team and the level doesn't end soon after moving up the hill, you may have to go back and take out the second gun emplacement yourself.

Get into the turret area and turn around to face the open end north. You should be able to spot the team running around in the next clearing over. If you have trouble spotting the team, move around the north side of the thick patch of dune rushes to get a better view of the next clearing. Any VC there should be easy to spot. Once you have eliminated the second team, you can move up toward the hill and end the mission.



Get up the hill, Marine!

Mission L4b

The mission starts with you and your squad heading off to find the CO for orders. McFadden charges you with making the slow hike up Hill 43, and destroying the VC forces and structures along the way. It won't be easy. Nothing is in Vietnam.

The arty strikes are a bit off.

Stay low behind the berm.

When you reach the berm where the Marines are trapped, stay low to avoid stray shrapnel from the friendly arty strikes. Talk to the Marines here and then head up the side path to head south to flank the bunker.

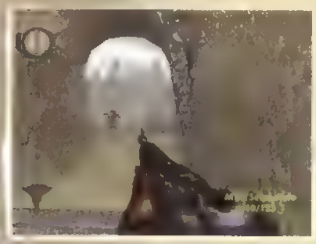
Head southwest through the bush and you run into a few VC gunners and snipers trying to hold a dirt berm. Keep pressing forward, and they eventually abandon the position. When this area is clear, stock up and bandage your wounds before continuing into the tunnel to the northwest. Spot the tunnel and wait for a moment while a VC soldier crawls out, then deal with him.

Spot the tunnel entrance.

Look over the edge, but don't try to cross that war zone below.

Be extremely cautious on your approach to the tunnel. Halfway down, a sniper waits in an alcove on the right, and he's an extremely good shot. Edge in from the right side and watch, aiming precisely, for him to stick his shoulder, or head out to get a bead on you. When he does, pop! Take him out! Continue on down the tunnel, but watch for the second gunner down at the bottom end. You should be able to pick these two off even before entering the tunnel.

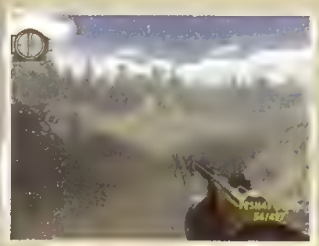
Some supplies are in an alcove to the left near the bottom end of the tunnel, but watch the exit for VC. They shouldn't be expecting you, so it will be easy to eliminate any guards on this end who are facing the battle outside.



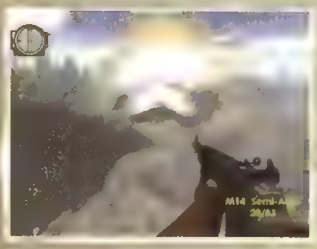
Sneak attack.

From the exit of the tunnel, snipe as many VC as possible, then move out to regroup with your squad at the foot of the hill. They give you covering fire while you approach the bunker and plant the satchel charge. Going prone will help you set the charge with minimal damage.

Plant the charge.

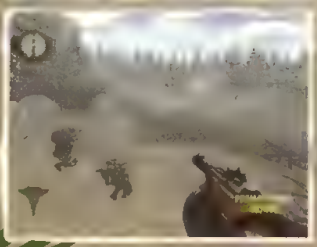


Count it down.



Watch it blow!

Get over there to the bunker, but watch the area on the north and the west for VC coming up on your flank or from behind. Plant your satchel and get back to the squad while it blows.



Now that the bunker has been destroyed, wait for Hodges to get here and call off the arty strikes so the rest of the Marines can follow up the hill. Head up the trail to the west to end the mission.

Mission L4c

Zook calls in the squad.

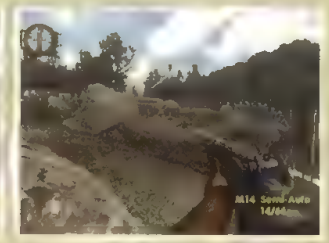
"Charlie is dug in and extremely agitated," says Zook of the VC and their bunker at the top of the hill. This hillside on the approach to Hill 43 is quite exposed, so take all efforts to maximize cover. Use every rock, ledge, or log you can find and keep your head down! The mounted guns in the bunker at the top rain a deadly shower of lead on your squad, so be extra careful.

Take cover!

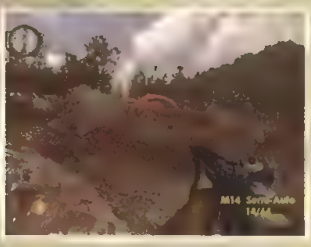
Pinned down.

When the firefight begins, immediately get low and start moving generally to the south, looking for a dirt ledge uphill on the right. A VC gunner is just over the next dirt berm. Take him out quickly and duck back down to avoid the fire from the bunker. Your squad scrambles for cover as well, but they take some hits in the process.

The casualties of war.

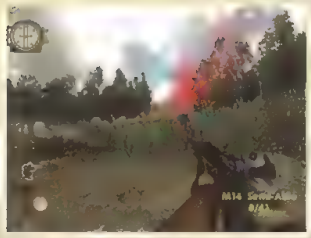


Clearing the first uphill berm.



Keep your head down!

Keep moving to the right side of the slope facing uphill. You find a short dirt ledge to hide behind. Now turn to face the other side of the slope, and you should be able to pick off many VC advancing on top of your squad. Once their ground forces are cleared up, crawl up over the ledge to a boulder and pop the smoke grenade to mark the bunker, then get back down the hill to the ledge fast. The artillery strike is on its way!

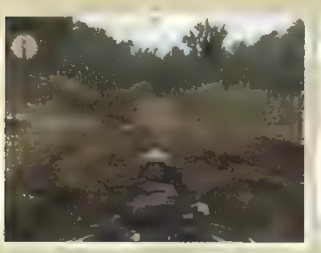


Bunker marked.

Move on to the next objective at the top of the hill.

When the bunker is destroyed and the immediate area cleared of VC, explore all the dirt berms from which they were firing and you find health and ammunition. Once stocked up and healed, head to the top of the hill but prepare for a smaller firefight. Many VC soldiers are out in the open on the exposed and blown-out ridge top, but they have a mounted gun and tons of ammo.

Take the gunner out from a distance if you can with a sniper shot or a grenade; don't get close to him!



This VC mounted gun has a perfect view of your squad coming over the crest of the hill.

Another view of the mounted gun.

When you take out the VC mounted gunner, don't let anyone else scramble to it to take over firing. Move up fast, spooking the VC with your quick advance as the squad follows. Equip a fast-firing machine gun and blast any VC in your way. Keep them away from that gun! Move up and find some cover near it and take out the remaining VC forces now scrambling for alternative cover.

Clearing out the ridge top.

When it's clear, the mission is over.

When this area is clear, Zook tells everyone to move on. The mission ends as you move up the hill.

Mission L4d

This is not really a mission per se, but rather a transition point between two missions. It serves to round out the feel of the war, when some times were spent sitting around not doing much of anything.

The squad is ordered to find your CO, McFadden, at the nearby temporary camp to receive further orders. On the way to the camp you see the aftermath of the Marine assault on Hill 43, with burned bunkers and smoking VC tunnels. The few VC forces left alive are completely demoralized and exhausted. There is no fighting on the way to camp, so take a valuable breather.

When you arrive at camp, Zook has a few words for McFadden. The altercation is broken up by Danridge. Your squad then restocks and prepares to move out after Zook's confrontation with McFadden. You and the squad receive orders to locate a missing American convoy.

Mission L4e

Zook is still pissed about McFadden on the way to the last known location of the convoy. When you hit the trail, expect a few VC to pop up pretty quick from the area to the southeast, just off the trail from the bush. They can be dealt with quickly and without too much trouble.

Stock up on weapons and ammo before you leave camp.

The first VC encounter.

The squad senses something....

Continue on until you see a drop in the hillside. There are many VC down below and most of the squad can engage from this upper vantage point. This may be a hindrance, however, as several of the closest VC can lob grenades up to this level if they get close enough. Either take them out fast, or get down to their level to avoid the grenades altogether.

Watch for grenade-tossing VC coming from behind the rocks to the left.

Watch for more VC on the next small ridge.

Continue east along the gulley floor, but watch the low ridge or crest in front of you for movement. VC are just behind the ridge, waiting in ambush. Some pop their heads up to check you out before you get there. Snipe them accurately so they can't trigger the ambush until you get close, then you can look over the crest and take out more VC gunners lying in wait before they see the squad come over the hill.

Clean out the VC ambush location.

The blown area in mid-slope.

Tons of VC soldiers are here waiting for you, so find a good sniping location and lead the squad close enough to engage the majority of them around the blown area in the middle of the slope. When the area seems clear, proceed to the bottom of the hill to end the mission.

Mission L4f

The approach to An Coung.

Watch the road and the fence line!

After the arduous events of Hill 43, the squad finally makes it to the outskirts of An Coung, a small farming village controlled by the Viet Cong, in pursuit of the lost convoy. On the approach to the village you can see the road traveling southeast through the center of the few buildings.

Find cover on the left side of the road.

Keep an eye out for VC approaching from the field.

A wooden fence lines the whole length of this section. Take note of the cover elements here, because a VC squad approaches from the other side of the fence in addition to the VC on the road in front of you. Some VC soldiers on the road try to escape down the far end of the road to the southeast, but if you're quick you can pick a few of them off before they get away. Several members of the group from the road turn and engage the squad while the others run.

The squad takes cover behind the first hooch.

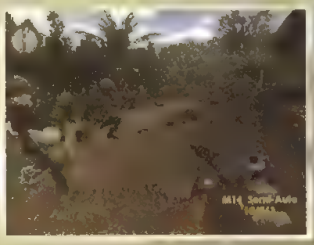
Move out!

Where were those other VC off to?

When the small hamlet is cleared of VC resistance, continue on down the road, following the VC who ran. In a short time you come around the bend to find a flamethrower tank spewing fiery doom on the last of the VC who ran from your location. The tank is part of the lost convoy, as you quickly find out. Now you need to take cover behind the convoy vehicles, because they are taking heavy fire from a heavily fortified VC bunker off in the field to the east.

There's the convoy!

First things first. Without getting shot, you have to clear all the VC soldiers away from the convoy. There are a handful and most of them are between the vehicles, with a few on the other side of the APC just north of the Jeep. Stay low and creep into the space between the two vehicles to eliminate the remaining VC and complete your objective.

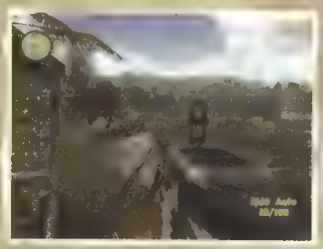


Eliminate the VC soldiers immediately around the convoy.

Regroup at the last APC.

When the VC around the convoy are dead, the objective changes to regroup at the last APC. The squad is then told they must flag that bunker with smoke—it will be tough without suppressing fire. Grab the machine gun and find some solid cover from which to fire. Grab the gun from this side of the Jeep and move off to the north end of the field, just past the convoy.

There you find a small shanty hut to use as cover. You and the squad must take out all the VC in the field before Zook can get close enough to the bunker to pop smoke. Once the enemy is removed from the field itself, concentrate your suppressing fire with the heavy machine gun on the small open slats in the bunker. Suppress it for several seconds for the objective to update.



Suppress the bunker with the M60.

The red rises again.

When the bunker has been suppressed by your M60 heavy machine gun fire for a sufficient amount of time, the squad moves up to cover Zook while the bunker goes quiet and he makes a run with the smoke grenade. He makes it there and the red soon rises, signaling the Marine air strike.

Just as Zook marks the bunker, he takes a VC bullet from the bunker guns. Hoss immediately grabs him and carries him back to cover behind the convoy.

"Shepherd, give this to my girl."

Zook is gone. The squad is devastated. The air strike arrives just a bit too late, but the show is no less a spectacle as the napalm rips through the bunker and everything surrounding it. Mission complete.

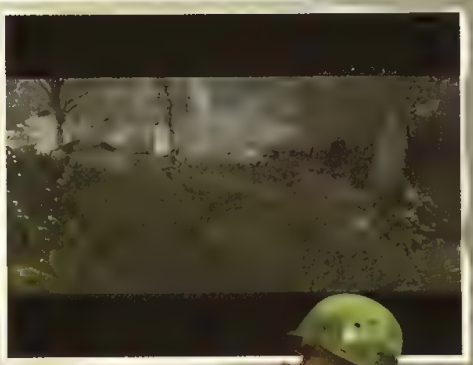
The VC seems to love to curse you out in broken English. Some of them don't concern themselves with stealth; they'd rather insult you before killing you. Listen carefully. They often give away their positions.

SINGLE-PLAYER MISSIONS—OPERATION 2

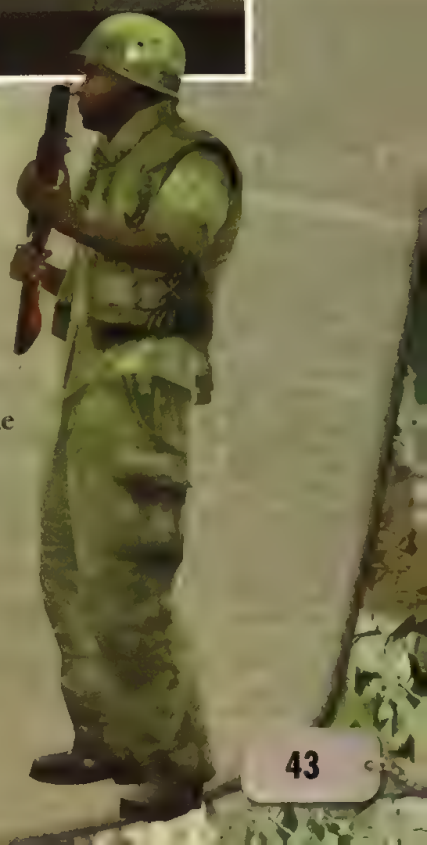
IRON TRIANGLE

SUB-OP L1—JUNGLE AMBUSH

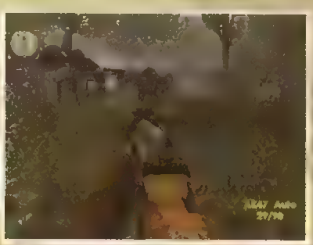
Mission L1a



The level starts off with a short walk south through the jungle toward the ruins of some old buildings. A cutscene begins, showing a VC soldier coming out from hiding to surrender. A Marine stepping forward to apprehend him is shot in the head and killed instantly by a VC sniper to the south behind the buildings. As soon as the cutscene ends, take cover! The best spot here is the small piece of remaining wall ahead to the left.



Watch for the VC squads rushing for the open doors through the wall to the south. They also try to flank your position from the southwest, by moving past the destroyed chunk of wall in the grass. Watch out for many VC hiding in the bush behind the wall. Keep your gun fully loaded at all times, and snipe them as you see them running for the doors. Don't let any of them make it out into the open to create crossfire and pin you down. Most important, *do not* let any of them get behind you. You are unlikely to escape the nasty crossfire that ensues.



When there is a lull in the battle, lead your team through the two doorways and wipe out any remaining VC threat. If this area is clear, proceed to the broken wall to the northeast. Some VC snipers hang out at the base of the only tree. It is easy to spot in the open ahead. Don't rush up there before killing at least two snipers in the next area.

Follow the south side of this area, keeping close to the dense jungle vegetation. Watch this section of building wreckage for stealthy VC. A few more on the other side of the buildings lie in wait for you. If you watch carefully, you may see them run back and forth behind the wall. A well-tossed grenade may take them out. Otherwise, work your way to the far northeast along the outside of the buildings and snipe them as they come into view.

Keep a vigilant eye out here. Soon you are fired upon by a couple more VC hiding out in the jungle to the north. Work your way through this section of jungle until you come across a gully with boulders on the upper sides for cover.

VC snipers and gunners lie in wait here, so approach with caution. Lead the squad up slowly and find a position low to the ground, along one of the banks. Fire from this location, keeping yourself out of a deadly crossfire. At some point, you are reminded that you must beat the VC to the ambush spot. Don't make the mistake of rushing to it immediately. You're right in the middle of a VC ambush, and that takes priority.

VC are on either side of you. Deal with one side at a time, while keeping your back to one bank. Ensure the path is clear, and then move on.

Back on the jungle path, you come across a few more VC in the bush. Deal with them quickly and keep heading in the direction of your objective. Proceed forward to a slight downhill slope with a clearing up ahead. Spot the boulders and use them as cover. Hone your sharp eye by searching for VC up ahead.

Press on after you eliminate any resistance. Watch for more building wreckage that can be used as cover. This area is relatively sparse in terms of VC resistance, compared to the first building site, so keep moving toward the ambush site. It is your primary objective.

Get onto the road fast and spot the three sites for Claymore mines up ahead. Set them up and get back to your vantage point above the Claymores, on the bank you started from (the west bank above the road). Keep your head down and wait for the VC patrol and their water buffalo to get right between the three Claymores. Then light them up!

Tons of VC come down the road after the explosion, so keep to your cover and line them up in your sights. You have to eliminate a few waves before they stop coming. When the area is finally clear, follow Hodges along the road to the next ambush site to end the mission.

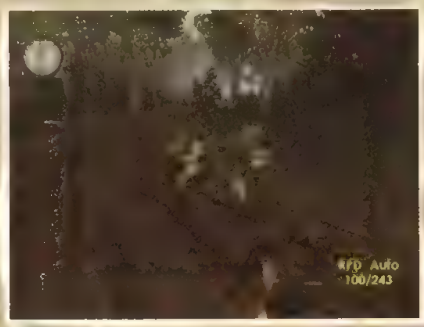
Mission L1b

This mission takes place over the length of jungle dirt road leading toward the VC supply depot. From the fork in the road at the beginning, take the right fork and follow it around to the northeast. Right away, you find a couple of VC sitting on a log talking while they prepare booby traps for the road. Make note of this; you must safely get by many traps along the road.

Watch for tripwires throughout your missions. They are always strung between two short lengths of bamboo and located in spots where people are likely to travel (for example, along paths and roads, along tight corridors, or between two objects spaced closely together).

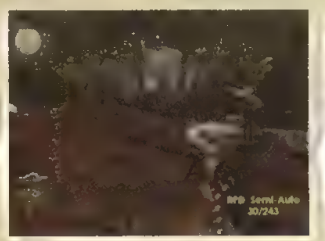
With surprise on your side, toss a grenade into their midst and find cover quickly. Your attack brings many VC running down the road from the north. It should be a relatively easy firefight for you and your squad. When their attacks stop, proceed along the road. Watch for the first booby trap coming up soon. The wire is right across the road and is fairly easy to spot.

You find some resistance along the road the whole way, but the soldiers seem more of a distraction from the booby traps here, so be vigilant in your watch for tripwires.



When you reach the broken-down truck, watch for a tripwire leading from it to the bush across the road. In this area, several VC attack you from behind the truck. Find some cover quickly on the opposite side of the road. Watch for them to come out from behind the truck as you approach.

Keep moving east along the road. A few more VC with AK47s attack from the bush. The resistance lightens up quickly, but as you round a corner with the hooches up above you to the right, watch for the tripwire extending halfway across the road. It's attached to a nasty Malay whip.



When you reach the fork in the road, take the north fork toward the supply depot. A couple more VC gunners may be in the area, but the level ends after you head off down the north fork.

Mission L1c

Soon after you start this level, you spot one of the VC supply depots on the north side of the road. A couple of soldiers are milling about here, and engage as you approach. The major concern is the bunker in the clearing to the north, but there's also a mounted gun in the bush to the west, farther along the road near the edge of the clearing.

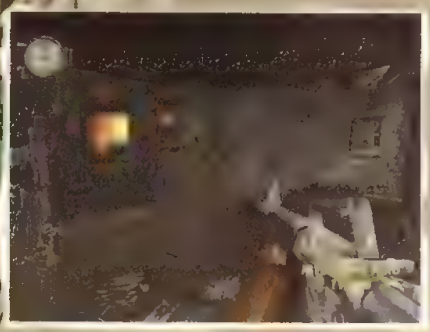
Plant your satchel charge on the stockpile of munitions and quickly get to cover. An excellent place to hide is along the south side of the road, near any of the trees. There you have a good view of any oncoming enemies. Once the stockpile is destroyed, focus your efforts on marking the bunker with smoke. Use all the cover available when rushing to a point close enough to the bunker. Toss your smoke grenade and then move away.

Several large termite mounds are nearby; use them as cover while popping the smoke grenade. Watch for the VC gunner at this end of the clearing. He is especially dangerous, because there is a lack of cover protecting you from his angle of fire.

Once the bunker is marked, move back and let the Huey do its thing. It blows the bunker for you and you can continue down the road.

Soon you come to a small hamlet; the buildings ahead are easily spotted from the road. Three VC gunners guard this access point; take them out quickly. One is on the south side of the road and two are on the north. The one on the north likes to crouch behind a large tree stump and can be tricky to spot, so keep an eye out for him.

Move slowly into the hamlet, using the same stump as cover. From here you can spot your first two C4 satchel charge points on two important items in the VC supply depot: the weapons cache and the supply truck immediately to the west. Watch for VC gunners in the window of the building behind the weapons cache. Also, watch for another gunner right behind the back end of the truck and another one which comes out of the bush and goes inside the far building behind the truck.



Set off your two charges, then make a visual sweep of the area to ensure the VC are dead. The building behind the truck is a great cover spot to protect you from the explosions of the two strategic points while you pick off remaining VC.

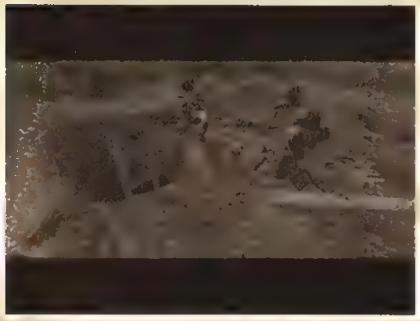
The next satchel charge must be planted on the equipment stash in the first building, just behind the first weapons cache. Creep around the back side of the building, but toss a grenade or two through the window as you pass to help clear it out before you bust through the door. As you come around the far side of the building, lean around the corner to make sure you didn't miss anyone. A VC is usually standing right in front of the building but he may show up after this cache is blown. Set your charge inside and get out of the building quick to find cover.

Inside the last hooch.

The squad is engaging VC on the other side of the clearing. Use this as your cover and run straight across the clearing to the west to get inside the last hooch. Plant your last charge here *only* after you've cleared any VC from outside the doorway. Set your charge and get out of the building. Some aggressive tactics may be required here, so set your gun to auto, reload, and run out of the building.

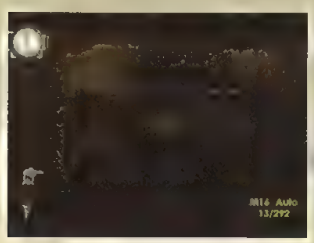
If the squad is still engaging VC, even more are coming out of the bush to your right as you exit. Watch for them and find cover away from the imminent explosion.

Head out to the middle of the clearing and help the squad take out the bunker. Hodges gets close enough to blow the bunker while the squad provides suppressing fire. When the thing goes up in smoke, investigate it with the squad to find the tunnel system. Go down the tunnel to end the level.



Mission L1d

You start off in the common room of the tunnel complex. Take a quick look around. Soon an officer crawls through the right-hand tunnel on the west wall. You can easily take him out before he stands up. A second officer comes through the left tunnel on the west wall soon after; get him off guard while he comes around the corner in the tunnel, still on all fours.



The first piece of intelligence is found in this room.

Now head into the one tunnel on the north wall and follow it along to a solitary room. One VC soldier is here, along with some health and the first of four items of intelligence on the crate in the northeast corner of the room. Now head back out to the common room.

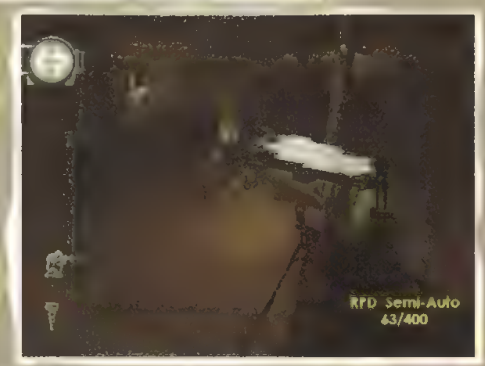
From the common room, head into the tunnel in the south wall. Follow it until it turns west and look carefully for the booby trap. Get close enough to disarm it and then continue.

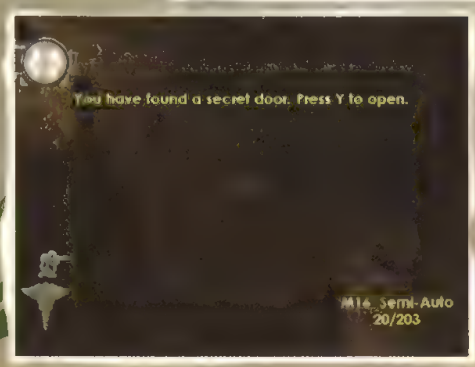
When you get to the long tunnel going south, you can see a soldier sitting in the far end cooking. Approach carefully and watch the tunnel coming up to the right—a soldier crawls toward you from there. Move into this side corridor and kill him as he gets close to the corner. Follow this tunnel a short distance west, then north into the hospital. Two more VC soldiers are here, so be careful. Use your leaning and crawling skills for some easy kills.

The second piece of critical intelligence.

Collect the health here if you need it. Otherwise, go back out the tunnel heading south (make sure to reload), where you saw the VC cooking in the corner. Kill him quietly and move up to the corner. Once at the corner where the soldier was cooking, lean around to check for any more. In the far room you can see several VC, but several more are around the corner just ready to take shots at you. Toss a few grenades in to take them off guard, then follow up and take the rest out with your guns. Stay on your belly to limit your size as a target.

When the room is clear, grab the second piece of intelligence off the first table. When this room is clear, hightail it back to the main common room.





From the common room, take the tunnel on the left on the west wall and follow it along until you come to a T-intersection. You can ignore the left turn here and head right into the next section. As soon as you reach the north end, and this tunnel turns to the west, lean around the corner to snipe any VC in the next room. This is the pressroom. The third piece of intelligence is on the table in the center. A secret door in the north wall reveals itself when you approach closely. Open it and crawl inside.

Follow the tunnel until you get to a junction where there is a secret door to the east and an open tunnel section to the north. Head north toward the kitchen area. When the tunnel turns north and you can actually see into the kitchen, you notice three VC standing there going about their business. Toss a grenade in and clean up the mess. A few more VC are in the back of the kitchen area, so be very careful here. A short corridor leads to the storage area where the last piece of intelligence is. Take out the one guard here and head back to the common room.

Back in the common room, the squad is talking about the map they've found. Suddenly, there is an explosion behind the ladder on the wall to the east and several VC come pouring out. Reload before this happens, set your gun to auto, and take them out quickly. Be careful not to stand in front of that door when the explosion goes off; it can kill you. When the carnage has cleared up, go up the tunnel to the east. You come across one soldier crawling toward you and another one in a small side alcove ahead. The mission ends when you reach the ladder leading up out of the tunnel system.

Mission L1e

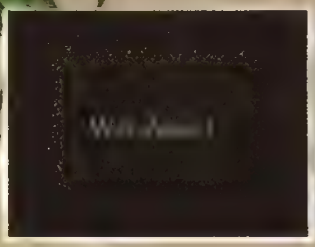
This mission doesn't involve much movement but it gets very hairy nonetheless. As you exit the VC underground tunnel system, you are set upon by many waves of Viet Cong military in this small clearing. You have a few options here. Either back up right against the dense vegetation to the west, behind where the squad is facing, or get over to the first VC mounted gun and take out the gunner.

From this vantage point you can unleash a lead storm on your enemy, but the position has its disadvantages—the view is sometimes obscured by vegetation. Your objectives here are to take out the two VC mounted gunners and defend the position by clearing the area of attacking VC ground forces.

Wave after wave of VC swarm the clearing from all sides. You fire hundreds of rounds here, so make sure your guns are set to semi-auto to conserve as much ammunition as possible. Just when it seems they will never stop coming, the siege ends, and the Huey is able to land and pick you and the squad up.

SUB-OP L2—EAGLE FLIGHT

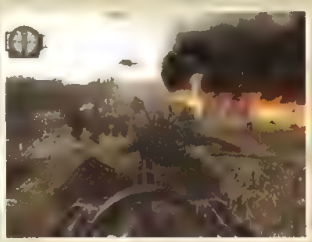
Mission L2a



This mission begins in the Huey that picked you up from the last level. As the pilot flies down the river, he gets orders to take out a VC hamlet along his current path. As the gunner in the doorway fires off thousands of rounds, he is killed by sniper fire. You have to man the M2 heavy machine gun and pound the VC defenses into submission.

As you approach the hamlet, your first strategic objective becomes apparent. You have to destroy the tower by the river. You have tons of ammo, so fire away. The tower should be a relatively easy target, compared to the second one you're about to get.

Once the tower is destroyed, eliminate the VC ground forces running around in the central courtyard, including the rocket crews. The chopper circles the hamlet as many times as it takes for you to complete your objective. Even if you get most of the ground forces, however, a VC rocket inevitably slams into the Huey and forces a crash landing. This ends the mission.



Mission L2b

The level begins just after your Huey has made an emergency landing in a clearing after being hit by a VC rocket. You and the survivors in your squad are in a small burned-out clearing in the jungle behind the hamlet you just devastated. The area is swarming with VC. This is a desperate fight to keep them from overrunning your position.

Don't move around too much in your defensive position; find a spot where you can see in all directions and cozy up to the dirt bank for cover. VC soldiers come from all angles around you; the only time you should move away from your position is if an enemy soldier has gotten close enough to the squad to lob a grenade into your area. Most of the VC come from the south and the north, but they surround your position if allowed to get within range. There are many VC ground forces and a few rocket crews to take out before the Huey can land and drop off reinforcements.

Once the Huey arrives and takes off, you may leave the area and move off to the south, eliminating any VC threat as you go. By now the resistance should be much lighter than it was initially. Get across the clearing to the south to follow your objective marker and end the mission as you approach the jungle.

Mission L2c

You have hiked from the chopper crash site to the outskirts of a small village. Ahead of you to the north is a small shedlike building. It's very quiet around here, but that's about to change. Continue slowly to the bend in the road that leads to the west. As soon as you pass the shed, the VC can be heard. They've noticed you, and the firefight starts all too quickly.

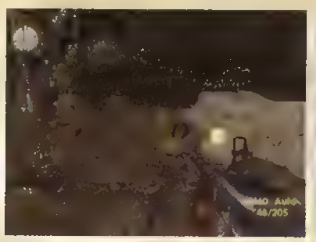
When you reach the bend in the road, the view opens, and you can see all the way down to the far buildings. Many VC are along here—snipers, rockets, gunners, the whole gang—but fortunately no mounted guns. Not yet, anyway.

When the resistance lightens a bit, move to the north end of this area, near the scattered wooden racks and barrels. Use this cover to check for any more VC hiding in the immediate area. A few more come running down the road from the west, but the squad should help you out with them. Be careful moving up the road to the west. Many VC are in and around the house, including a couple of snipers, so bring the squad up slowly for covering fire and use your M21 generously to take out the hard-to-reach gunners like the ones in the windows of the hooch or the sniper behind the fence at the house.

Approach the south side of the shed and crouch to minimize your exposure. Keep your head down, because a few soldiers are likely to be right on the other side. They seem to keep coming to this position until you and the squad have fully advanced, so move up quickly after you clear the immediate area. Keep working forward, then toss a grenade in the front door of the hooch. While the VC inside are either killed or stunned, sweep past the door with automatic fire blazing to take out any survivors of the explosion.

Keep an eye out when inside this hooch—there may be a few soldiers outside the back door. Don't be taken off guard by them. Bring the squad inside the hooch, and they likely sweep out the back door to engage any remaining VC.

Set up the satchel charge on the wall and back up. As soon as it goes off, be alert for VC hiding behind the wall waiting for you. More soldiers come running from behind the building, so stay locked and loaded.



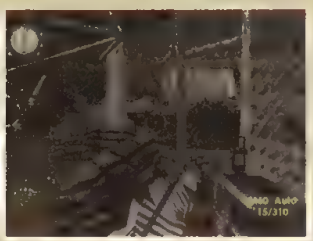
Head out through the blown north wall and clear the area, then blow up the rice cache. Your objective changes to head to the plantation, so start off through the short track of jungle.

When heading east into the next hamlet, notice a hooch with a VC gunner in the window. You must take the building fast to keep this strategic point unavailable to the VC and use it for cover with your squad. Take out as many enemies as possible from this location; you don't want to fight them all out in the open.

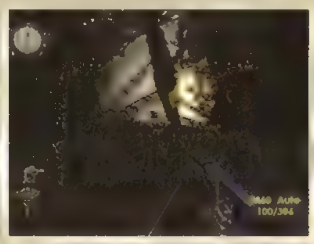
More VC are past this building on both the north and south sides ahead, so keep your head down. Work your way up to the small storage building to the northeast, then up through the trees for cover. Use your leaning tactic a lot here.

If you feel brave, the remaining VC seem to be thrown off their game by a rushing tactic. Bust out your M60, switch into fully automatic, and run into their midst using fast strafing and fancy footwork to take them out.

A VC mounted gun is in the window of the hooch at the far end. The gunner has a great view of the approach, so take him out quickly and keep any other VC from manning that gun.



When the area is cleared and the weapons cache is destroyed, head back out into the jungle. There are some very narrow jungle paths to get through now, and you need careful shooting and care in finding cover because the VC have a bead on you—sometimes before you've even spotted them. Scan all areas ahead thoroughly.



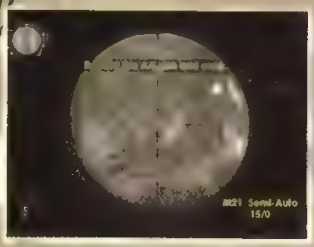
Exit the back door of the hut behind the weapons cache and head into the jungle. Move slowly along the jungle path as it snakes through the dense vegetation. Sometimes, by firing into blind vegetation, you can get an odd VC kill by sheer luck, but this is a good time to practice with your grenades. If you rely on sight alone, you may stumble right across some of the hiding VC in this area.

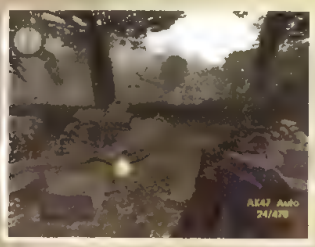
Soon you come to a clearing. You can find all sorts of cover here but stick with your squad. You need their covering fire to pass across without getting a few holes in your fatigues. Watch for the VC mounted gun right at the start of the clearing, then proceed across the clearing to the southwest to an old wooden cart. It has a great view of the area. You have to be fast and use your M60 on some strafing runs, but take out the few rushing VC on the way there.

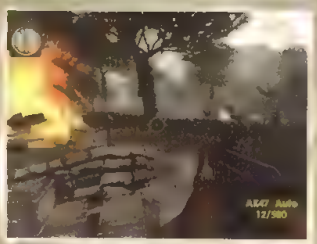
This is a tough firefight in the open. Proceed very cautiously south through the clearing. VC rush this place, but they retreat as soon as most of them are killed in the middle area between the large dilapidated building and the rice shed next to the wooden cart. Just keep pressing toward your objective marker to eliminate the resistance and end the mission.

Mission L2d

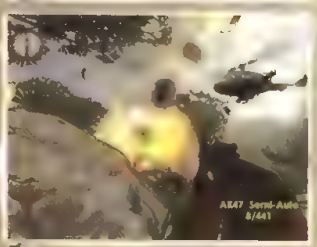
The mission starts on the same path in the jungle and leads to the northwest. At the bend in the jungle trail, you have a straight shot west with the M21 where you spot the anti-aircraft gun and some VC infantry, including a rocket crew and mounted gun. Take out as much of this resistance as possible from long range with your sniper rifle. It makes your life a lot easier.



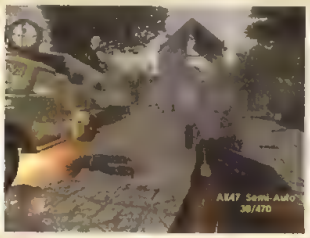




When most of the route is clear, bring the squad up and move up through the trees. Trees and boulders provide a lot of cover on the approach. A few remaining VC pop up into the open, but they're not much threat to you and the squad together. Place your charge on the anti-aircraft gun but beware: as soon as the gun is destroyed, another firefight erupts from near the church. Take cover, and deal with the rushing VC as best you can.

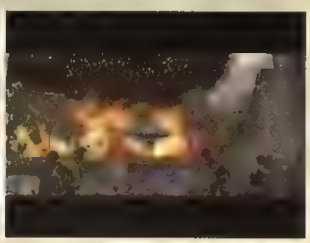


Most of them come from the area around the church, so watch that position and keep them off the squad. The pilots are in the church and you have to keep VC from advancing on them, as well. It is critical that you hold off the enemy until the Huey comes in for the air strike on the VC truck in front of you. Stay down behind the cluster of boulders. Once the truck is destroyed, there is a short break in the firefight, until the next wave shows up. When the objective changes to get to the church, get there fast!



Find a cozy bit of cover against one of the front cement walls and chill. Hopefully, you have ammo left for the M21 because there are snipers back by the burning truck, among other places, and you have an easier time spotting them with the scope. This is a hellish battle for the church, but you must hold it until the Hueys arrive. Good luck.

When you've been in the church for a bit, the VC attack from the west with gunners, rocket, and mortars. It's absolutely crazy, but hold on! Keep the VC away from the church, watching all sides, because some come from behind the church near the tree line. Hold your position until the fast movers whip down and napalm the tree line to take out the VC mortars. Evacuate the church with the squad soon after that. The cutscene starts, indicating the end of the mission.



SINGLE-PLAYER MISSIONS—OPERATION 3

KHE SANH HILL FIGHTS

SUB-OP L1—CONTACT

Mission L1a

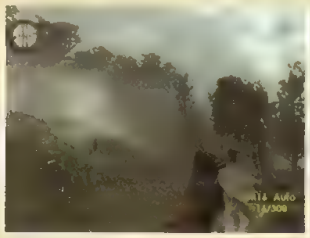
Your little brother, Jamie, has made it to Vietnam but he's not doing so hot in country. You meet up with your new CO, Dandridge, and your old squad from Da Nang. Dandridge sends you off into the jungle to set up an observation post on a nearby ridge that's teeming with VC. Even so, it shouldn't be too hard. But to complicate matters, you have to take your little brother with you.

Go find Jamie, then move out with the squad, down the hill to the northeast to end this level.

Mission L1b

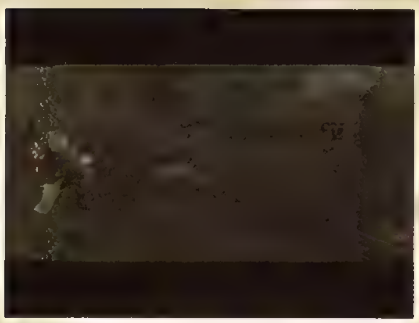
After finding Jamie and taking him with you out on patrol, you are charged with setting up an observation post on the nearby ridge. Head west down the hill and through the dense jungle trails. Take the squad with you. As you continue down the hill, it opens into a steep and lush riverbank—the denseness of the Vietnam mist is readily apparent.

When you get down to the river with the squad, a shot rings out. The objective changes: you must pursue the sniper. There is also a sniper way up on the ridgeline to the east-southeast. Take him out right away before he knocks your head off. Then follow the objective marker to meet up with the squad as they engage more VC in and around the river. There's a sniper in the water plus some other VC up behind the rocks to the southwest. When you reach the rocks, you find the squad waiting for you.



The rocks are a good vantage point to look west over the river. Take out any VC you can spot from the relative safety of the outcropping. Take the VC sniper's PU rifle and eliminate the VC gunners pinning down the squad at the river. The squad advances while you cover them. Regroup with them by the injured VC to discuss orders. Then head west and continue on toward the ridge.

There are only a few VC on the west approach, up the hill, in the dense vegetation. Hoss takes point sometimes, so give him generous amounts of covering fire and keep up with him; the rest of the squad does the same. When the terrain levels out slightly, a VC ambush is waiting for you in the tall vegetation. Duck down and prepare to dish out some covering fire for the squad as you press on.



When it's clear and only a couple of VC soldiers are left alive, proceed up the hill to the west. At the top of the next high area is another ambush, but luckily with only a few VC. Keep trucking up the hill. The jungle path turns to the southwest and the level finishes.

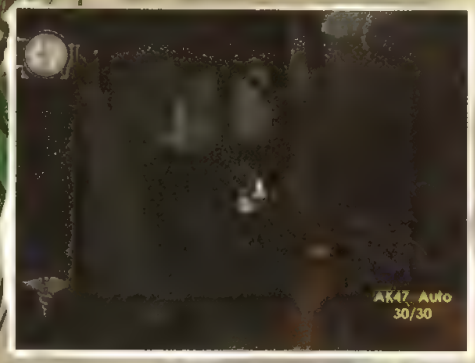
Mission L1C

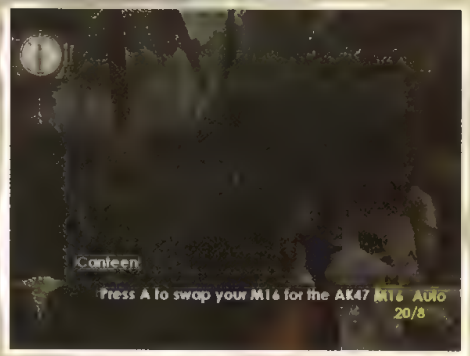
Right away you hear someone call "left flank" and a group of VC can be seen running up the hill ahead of you. Take some out as they run if you can. Then, pursue them up the hill. Be careful and wary, because these VC soon turn and shoot. They are leading you right into VC soldiers. Use your leaning tactics against the trees, ducking in and out of their sight until you can take them out, one by one.

Greaser takes point. At times like this, he's the best for the job. You run into a few more VC soon after in the trees, but wiping them out should pose no problem.

When you crest the hill and start heading down, be on careful watch. A VC group is in the distance across the dip and a rocket crew is down below at the bottom of the hill; the latter can be very hard to spot. Watch for them both and use the VC sniper rifle if you still have it. It will save your life here.

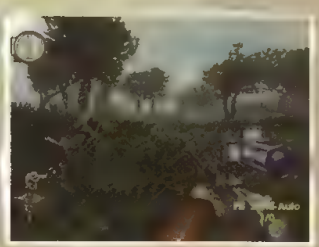
This entire section is touch and go. To progress safely, be prepared to run into small groups of VC throughout the jungle—one, two, or three here and there. It may be slow progress through the jungle. Use the trees for cover and keep heading up.



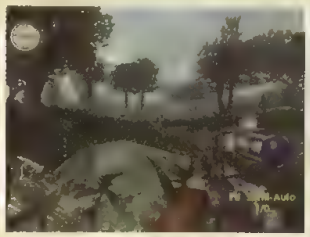


Watch for another rocket crew ahead. This whole mission is a crazy firefight in small stages. Go from body to body, getting health and ammo if you need it. Use all the cover you can find and take it slow; don't try to rush. Use all the trees to the fullest extent, and be very patient, scanning in precise aim mode through clumps of vegetation. VC snipers are all over the place ahead of you. When you get to the top of the next rise, the mission ends.

Mission L1d



You and the squad come under fire as soon as you approach the clearing. Look for the boulder line across the path ahead of you to the north, and in the distance, the first bunker. Another bunker is in the far eastern section of the area. As the action begins, a few VC gunners and a sniper vie for cover between the trees to the northwest. This is a crazy firefight in the open with scattered tree cover and medium-sized boulders.

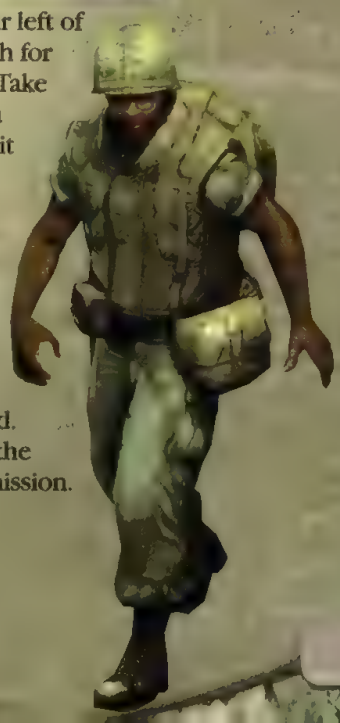


Move up through the middle to some boulders next to a split tree trunk. This seems to be the best cover point available. Take out the first round of rushing VC and then duck north to the next cluster of boulders and get down low. The two bunkers create a crossfire that kills you very quickly if you get caught in it. Creep very slowly north to the next cluster of boulders. This is where you can pop smoke.

Once the red smoke rises, get back to your previous position and hold that position until the mortars hit the bunker and the VC to the north. Then meet up with Hodges so he can call in additional mortar strikes, which take out the bunker. After the strikes fall, the objective changes to frag out the rest of the VC on the hillside.

It's going to be a wicked fight. You have to scramble for ammo and maybe even run for your life toward the last bunker. If you run out of ammo, you have to mount melee attacks on VC soldiers to get their guns. This hillside has a lot of VC, and if you don't move up relatively fast they keep coming to defend their fortifications at the eastern bunker. You must press them hard to make them give up their position.

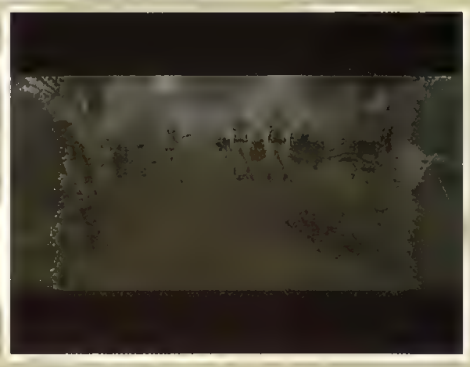
Work your way up the far left of the second bunker and watch for VC guarding the back door. Take them out carefully and toss a grenade in the door to clear it out. The squad follows and maybe even breaches the bunker for you and deals with the VC inside. Watch for stragglers on the far end, in the tall vegetation past the door to the bunker. When the area is cleared out, regroup with your squad. Then move back down into the central clearing to end the mission.



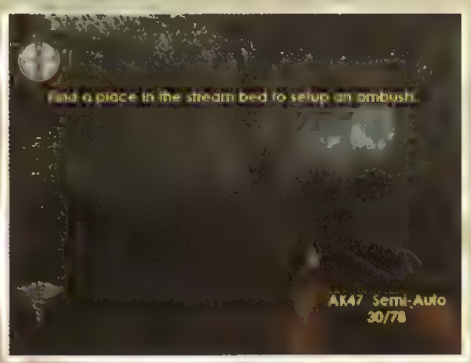
Mission L1e

This is not so much of a mission as it is an entertaining cutscene from the storyline. Not much happens in the way of the war's progress or fighting. You must report back to Dandridge. Head west up the hill to the US Marine field station. Once Hodges has performed some "equipment maintenance," Dandridge sends you back down to the river to set up an ambush for an incoming VC patrol.

You can restock M16 ammo (and frag grenades in the PC version) by exploring the map. Find a couple boxes as you enter the camp near the first mortar crew, and a couple more by the tent at the other end of the camp.



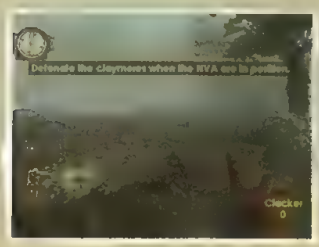
Mission L1f



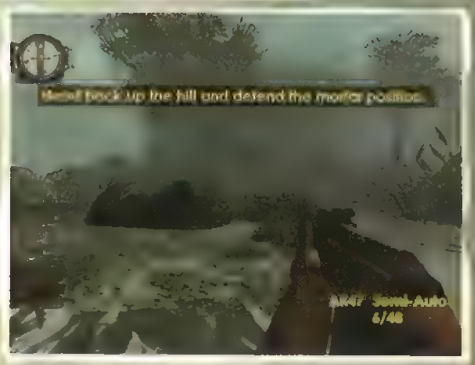
Head northwest down the densely vegetated hillside toward the river. It's a quick and easy run down the river channel to the ambush site.

Set your Claymores up and get back with the squad to your cover on the east bank until the VC squad is between all the explosives.

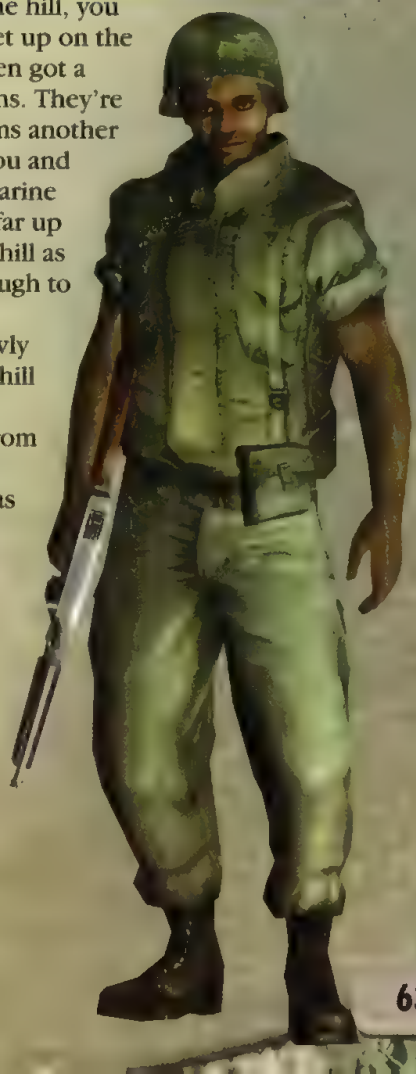
Wait for them to be in proper positions. then blow the Claymores to take out the patrol. Immediately, another large squad of VC shows up from the far west side of the river.



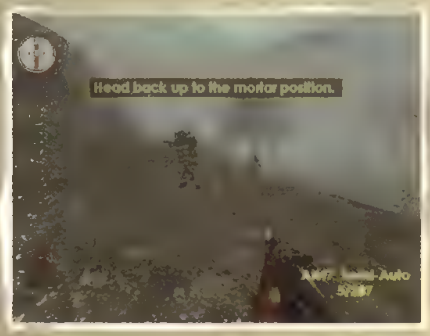
You must clear the river area of VC. However, they soon begin to overrun your Marine squad and you have to retreat to the mortar position in a hail of VC fury.



As you approach the hill, you see that the VC have set up on the hillside and they've even got a couple of mounted guns. They're waiting for you. It seems another patrol set up behind you and cut you off from the Marine field station. Climb as far up on the east side of the hill as possible. Get high enough to snipe the VC on the mounted gun, and slowly work your way up the hill to flank the VC forces attacking your squad from head on. You get some easy kills here as long as you stay in a flank position and out of the majority of direct fire.

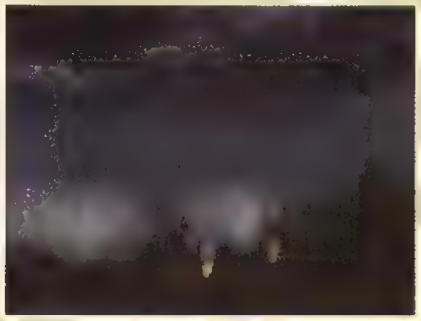


There are waves of VC up here, so gain elevation on the hill as soon as you can and keep working up the hillside while the squad approaches with a frontal attack. Sweep the immediate area to ensure it's clear, then head up the hill, back toward the Marine field station, to end the mission.



SUB-OP L2—NIGHT FIGHT ON HILL 881N

Mission L2a



On a dark night, the Marines are charged with defending Hill 881N against thousands of North Vietnamese Army soldiers. You and your squad mates are cold and tired and running out of ammunition. The enemy is tireless and bent on the destruction of this Marine hillside fortification.

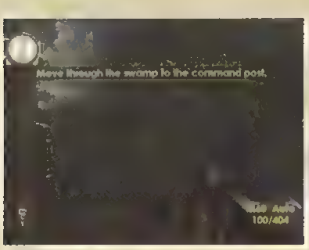
The M60 is the weapon of choice on this level. Fire short three- to five-round bursts to conserve ammo. Crouch or go prone on the berm for increased accuracy.

As the waves start, you are alerted that sappers, guerrillas (rocket crews), and regular VC ground forces are swarming up the hill. The enemy squads come from all sides, across the bottom of the map as well as the sides.

Watch for grenades being thrown at the foxholes. If your grenade warning light starts to glow, lay flat in your foxhole to avoid the explosion at ground level.

It's going to be a long night. Several large waves of VC rush the hill before you can call it a night. Watch all sides, but make sure no VC gets close enough to your foxhole to throw a grenade into it. If that happens, get out immediately to avoid the blast. But don't get caught in the open—the crossfire here is deadly.

Mission L2b

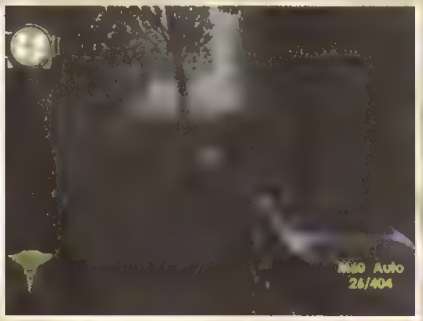


As the mission starts, you head north through the misty jungle toward the swamp. When you get to the first clearing, the swamp goes on straight but also opens to the east, with shallow water and scattered clumps of bamboo.

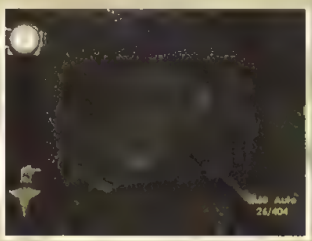
To avoid getting lost in the swamp, ignore any side paths and just keep moving toward your objective marker on the compass.

A well-camouflaged bunker at the far end has VC grunts inside, but luckily no mounted guns. The whole squad is with you now, so it shouldn't be difficult to eliminate these few VC. When this area is clear, turn north again toward the objective.

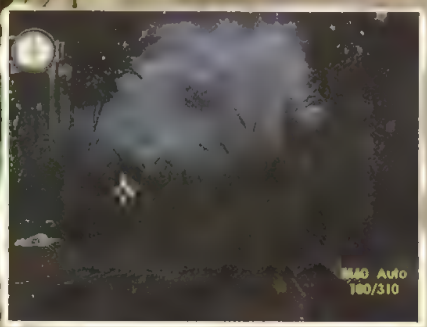
As you round the bend, a couple of VC may be in the water. Some may be retreating to better cover, but watch for another bunker ahead to the north where the water ends. Once you are past the bunker, head west through another misty section of jungle.



Soon you hit a checkpoint in the open jungle. The trail bends northwest and it's very quiet. You come to another hummocky section of swamp and the birds are spooked by something ahead of you. Move slowly toward the objective and suddenly mortar shells start coming down. VC soldiers are all around you!



This is where it gets really hairy. Equip your M60. This is no time to crawl like a scared worm through the mud, Marine! It's time to kick some ass! Start running through the swamp toward your objective and shoot anything that moves. Keep moving and shooting and the squad does the same.



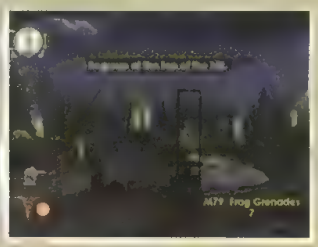
You can't stay still. Mortars are falling all around you and the enemy ground forces are peppered throughout the swamp. Anything moving ahead of you is either VC or NVA; kill 'em all and let heaven sort them out. A bunker is ahead, on the left as you head south toward the objective. Watch for it, but it's not much of a threat. It's manned by one or two hesitant VC. As you move just past this area, the mission ends.

Mission L2c

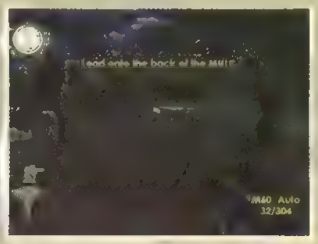
You and your squad are reunited with Captain Dandridge and commanded to hold the ridgeline against a brutal force of NVA and VC coalescing at the bottom. They mean to take over even if that means running right over you, so you have your work cut out for you, Marine. Get to your foxhole!

The waves soon start to crash against the hillside. Choose your shots wisely and don't waste ammunition; you need all of it. Keep your eyes peeled for some VC sappers who have tunneled up the hill. They pop out of a tunnel door to the east, immediately downhill of your foxhole.

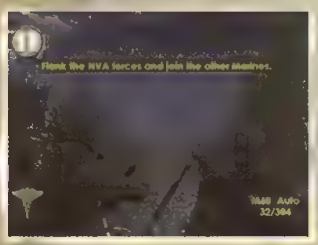
Grab the M79 in the foxhole. Use it to knock out the final bunker on L2e, in case you miss with grenades, can't get to the M67, and don't want to brave crawling up to plant a satchel charge on it. The M16 is a good choice to swap out for the M79, as you probably don't have any more ammo left for the M16 (and won't find any, either).



As in the other foxhole scenario, if a grenade gets close to your position, get down low and wait it out before you get up again and start shooting. In this situation it's okay to take breaks to heal, reload, and dodge shrapnel. When you defeat all the waves of enemy ground forces, regroup at the top of the hill. Dandridge tells you to load up into the Mule and attack the enemy's left flank. Once you climb onto the back of the Mule, the mission ends.

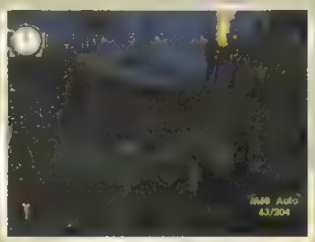


Mission L2d



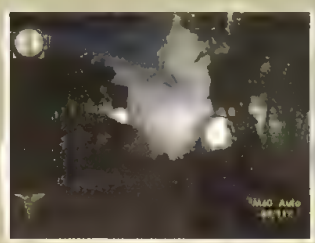
You're riding on the back of the Mule, trying not to fall off as you careen down the dirt road, attempting to flank the VC and NVA ground forces. There are several VC on the road on the way, but they have terrible aim and it may be hard to hit them as well. Ignore them and conserve your ammo for the fight ahead. Unfortunately, the enemy ground forces have blocked the road ahead and soon the Mule comes to an explosive halt. Once you get your bearings after the crash, engage the fleeing VC on foot and get to your next objective.

Head off down the road to the southeast, toward your objective. When the road turns northeast you can see a couple of VC on the hill and road. They have some good cover, so find some of your own to avoid being caught in the open.

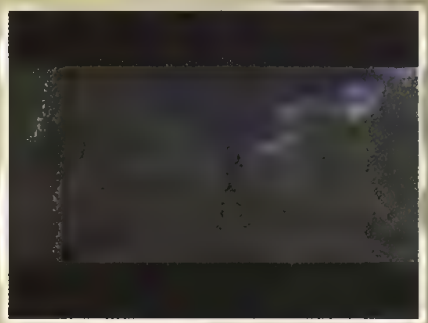


Proceed down the road when it's clear. Soon you come to another debris roadblock. The VC behind it can be cleared with a well-placed grenade or full-out assault. Watch when you come up over the rise in the road behind the roadblock going to your next objective; a handful of VC are over in the next clearing with a rocket crew. You have to dodge around some large clumps of vegetation to avoid a bullet and rocket crossfire that is just nasty. Snipe the rocket crew as soon as possible and eliminate the rest of the resistance as you see fit.

Keep moving toward your objective, and you find the flanking position and catch the VC totally off guard in a killer crossfire. Eliminate them quickly and get out of there even faster. When the artillery starts raining down, you have to regroup with the CO. It's chaotic with all the explosions, but you must run through them to get where you're going. Just get going with the squad, dodging shrapnel and fiery death on the way through. Get through this bombing mess to the other side, and the mission ends.



Mission L2e

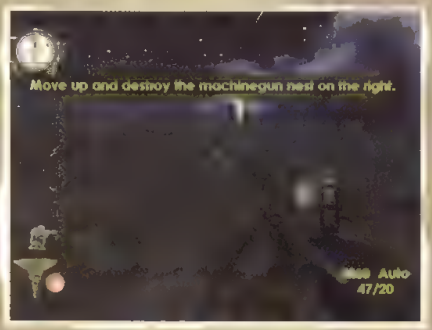


After Dandridge's little speech, take cover at the bottom of the hill. A small dirt berm there is great cover.

Many VC soldiers are on the far berm that the squad is shooting at to the north. It seems they will never end, but eventually they stop coming. Stay here until they are eliminated, then move forward with the squad. Follow the squad north past the dead VC, grab supplies and health, and get down low near the base of the next hill to quickly get out of the fire from the two mounted guns and countless soldiers above.

You can see the first bunker with an arrow on it. That's the first objective. Suppress the first bunker so that your squad mates can bomb it, then move on the northwest and destroy the machine gun nest up the hill to the right.

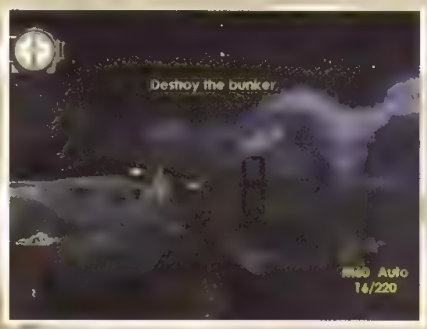
Shoot out the machine gunners. You're then prompted to find Dandridge up the hill on the left. Go straight up between the two broken structures to find tons of ammunition and grenades.



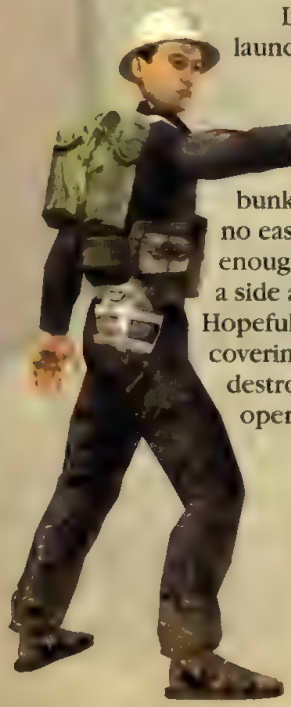
If you only have a few M61 grenades, exchange them for the stick grenades so you can carry seven of them. You need them at the top of the hill.

Find Dandridge above on the hill. Follow him while he runs down the hill to the center and waits for you to suppress the bunker long enough for him and a few other Marines to make a run for it up the hill.

When squadmate 'Dirk' dies, search him to get the M67 recoilless rifle and a dozen shots for it. It will make short work of cracking the last bunker.



When they reach the top, follow along and find cover beside Dandridge, either behind the log or in the small crater to his right. Hodges tries to blow the bunker while you suppress the bunker with machine gun fire, but he is killed on his approach. When another Marine grabs Hodges and carries him away, that's your sign. You have to take out that bunker with rockets, grenades, or C4.



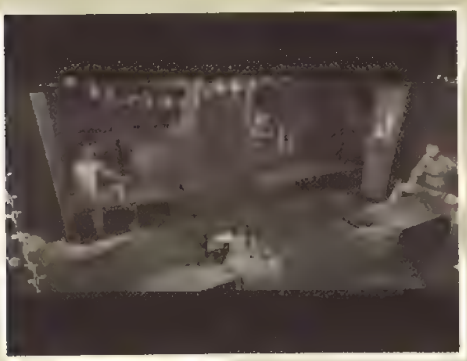
If you still have the grenade launcher, it does the trick. Stick grenades are your next best option. You can plant C4 on the bunker as a last resort, but there is no easy way to get up there close enough to plant it. If you must, pick a side and try to flank the bunker. Hopefully your squad gives you some covering fire. When the bunker is destroyed, the mission and the operation end.

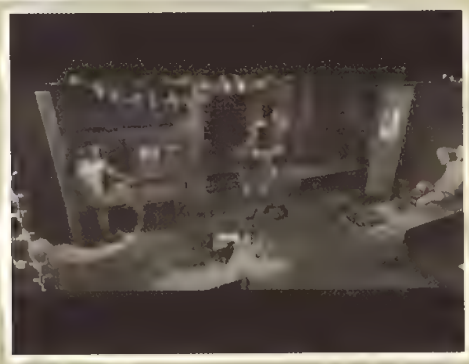
SINGLE-PLAYER MISSIONS—OPERATION 4

TET OFFENSIVE

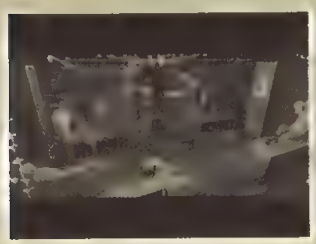
SUB-OP L1—MACV BASE DEFENSE

Mission L1a

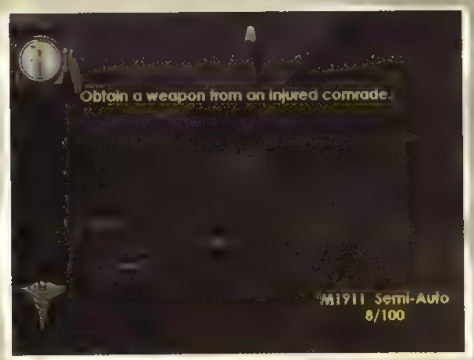




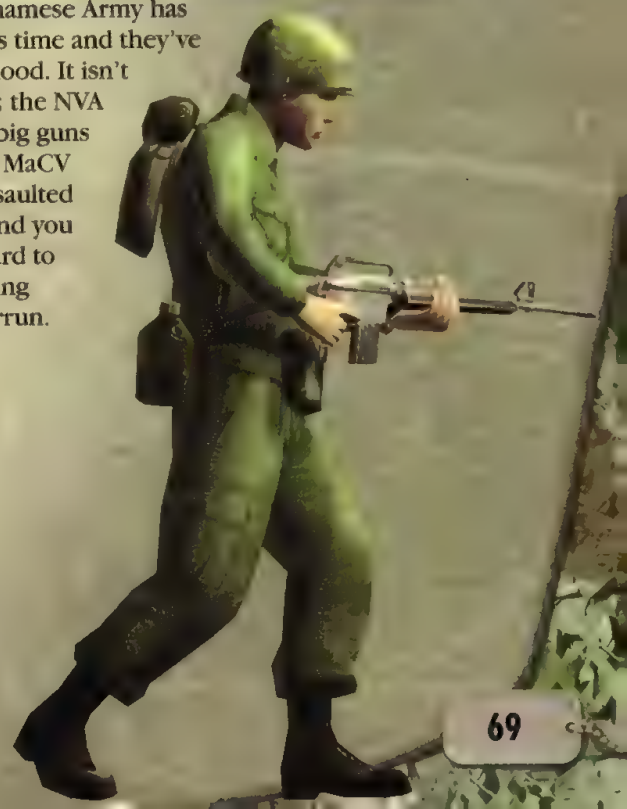
This next adventure starts with a great cutscene introducing the desperate defense of the MaCV Base. Don't get too excited, though: you're not at that mission just yet. Enjoy the entertaining visuals while the NVA prepares to mount an aggressive attack and catch the Marines completely off guard.

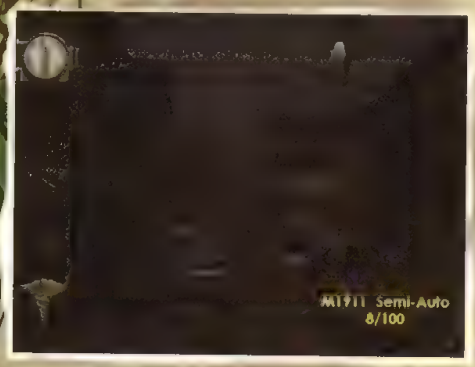


Mission L1b



The North Vietnamese Army has come to you this time and they've got a taste for blood. It isn't easy going here; the NVA has brought its big guns out to play. The MaCV base is being assaulted from all sides, and you have to work hard to keep it from being completely overrun.

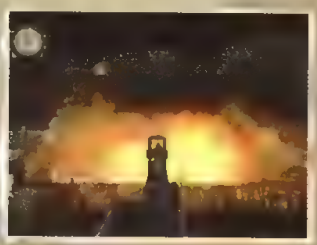




This is a short mission inside the base. You start off with nothing but the clothes on your back. You must find a weapon quickly, because NVA are pouring through the perimeter of the base. You watch in horror as your comrades, fellow Marines, are killed all around you.

Quickly move out of your bunk and through the base. Grab a gun as soon as possible from any dead Marine. Head through the base to the north and find the gate being crashed by NVA troops. You must keep them out of the base. Then, quickly move to the far gate on the north side to defend against an immense rush of enemy soldiers. On the way there, take the CAR15 assault rifle from one of the dead Marines you find. Duck behind one of the barrels at the gate and pick your shots well until the mission ends.

Mission L1C

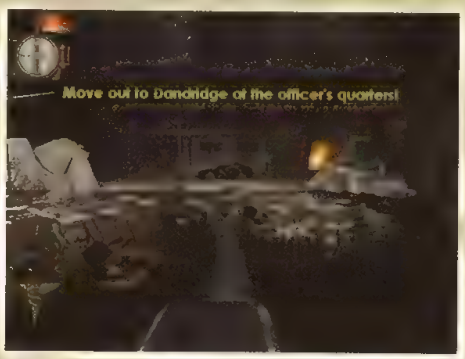


This mission is a hellish base defense with multiple objectives. First, you must get to the mounted gun in the bunker at the north perimeter of the base. Once you're on the gun, relentless waves of enemies assault your position. You must eliminate multiple NVA waves, including rocket crews, to complete this objective.

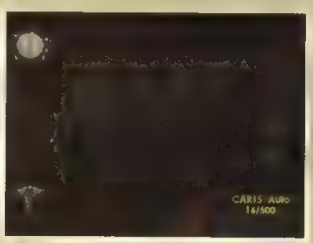
Keep a careful eye out for RPG launchers on the second floor.

Watch for explosions hurling debris and shrapnel at you.

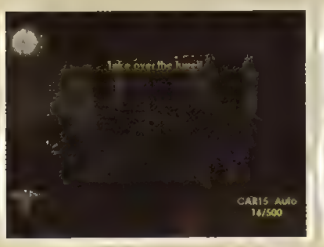
When you finally whittle the NVA storm down, your objective changes: You are to meet Captain Dandridge at the officers' quarters. Follow your objective marker and get over there pronto.

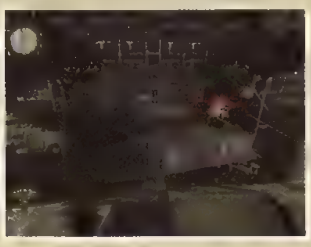


Explosions rock the base and screams are heard from both sides fighting their way through the encampment. Go south through the camp and find a large whitewashed building with the Marines gathered at the bottom of the external staircase.



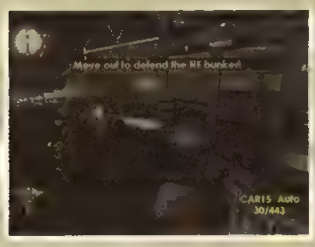
Go up the stairs and find the Marines inside on the top floor. An intense firefight is going on in the street below. This fortification is the only hope of helping the Marines down in the street. When the soldier on the mounted gun in the window is killed by sniper fire, you must take over and provide cover and suppressing fire to your forces being pummeled in the street.





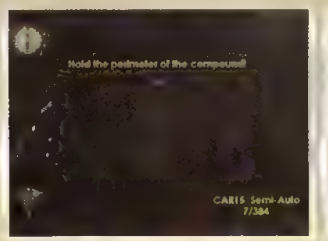
You have a good view from up here. The Marines with you in the top room are shooting at NVA troops across the street. After killing a few waves of NVA soldiers down there, you watch in disbelief as the Marines in the street, who are hiding behind the truck, are killed in an explosion. A note that the Aussies in Bunker 1 are in danger of being overrun if they don't get some ammunition fast isn't welcome news, either. Grab the ammo behind you and head back down the stairs to the street.

Back at street level, find a couple of Marines below the staircase. Unfortunately, they are either run over or shot when a NVA truck breaks through the gate. Kill the driver first, and then lean around the front of the truck to eliminate the troops who jump out of the back of the truck. They're near the back and grouped together.



A grenade works nicely here. Or if you lie down, lean and shoot under the truck you can eliminate all the enemies without endangering yourself. Continue on to Bunker 1 to give the Australians some badly needed ammunition.

Now, get over to the northeast bunker and help defend that position. The inside of the camp is eerily quiet now, but there is fighting going on all around it. Help another Marine put down a few more waves of NVA soldiers here. Keep laying down the fire until he's killed in an explosion that ruins the bunker.



Get out of there when the objective changes. (There is health in the next bunker over if you need it.) Head back to the main entrance to defend that position. Small groups of NVA break through the nearby gate. Deal with them first. When there's an explosion in the tower above you, it's time to move again.

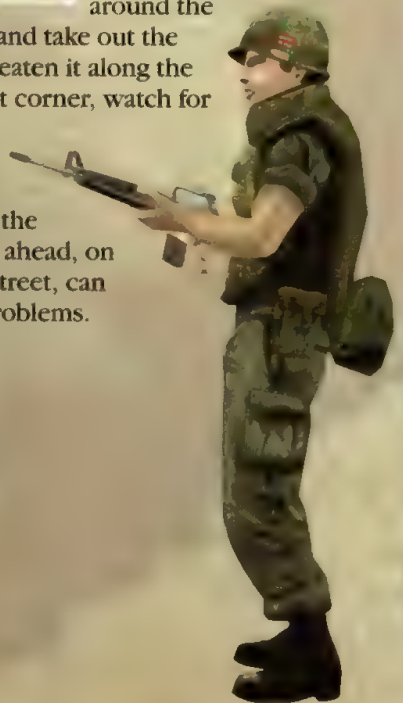
When the Marine in the tower above you is killed in the explosion, get up there and use the height advantage to take out the NVA rocket crew across the street and hold off any other NVA equipment or NVA ground forces. You may have to duck and heal several times before sticking your head up again. Have patience and hope; allied tanks show up soon to devastate any remaining resistance and end the mission.

SUB-OP L2—HUE STREETS (SOUTH SIDE HOUSE TO HOUSE)

Mission L2a

You're going to assist Captain Dandridge's crew with several crucial missions in the chaotic streets of Hue. The mission starts in the middle of the street with you, Captain Dandridge, one other Marine, and an American tank. You must protect the tank at all costs. Several NVA rocket crews are up ahead in the street; keep a watchful eye out for them.

The US tank with you immediately blows up the balcony of a rundown building to the west, along with the NVA sniper planted there. As the tank heads up the street and around the corner, follow along and take out the rocket crews that threaten it along the way. At the first street corner, watch for NVA soldiers who are coming around the corner at ground level. The gunner on the second-floor balcony ahead, on the west side of the street, can also cause you problems.



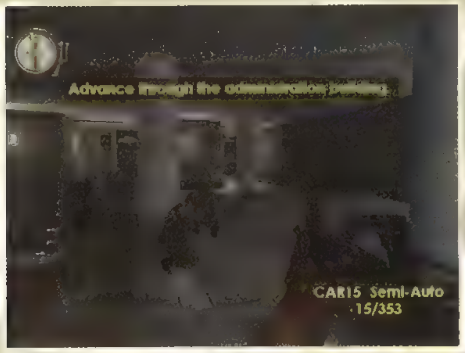
From the corner, work your way north with the tank. Watch for more NVA coming down the street from the far north. When the tank stops, you have to take out the NVA ahead for it to progress. The rocket crew is on the west side of the street; one member is among the rubble of a building and another one is near the far street corner. When they are eliminated, the tank moves forward.

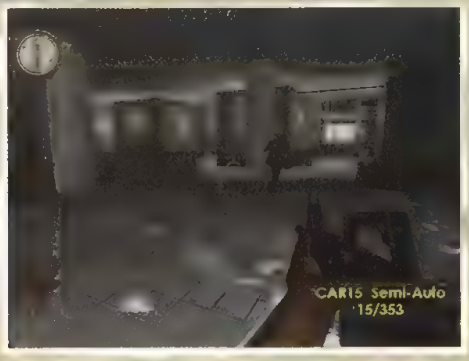
The tank comes to a stop and you are prompted to clear the remaining NVA from the streets. But this objective doesn't mean they're all actually in the streets. There are gunners in balconies all along the stretch of street north of the tank, plus another NVA rocket crew far up on the left. Get to the corner of the blue building to the northwest and use that as cover for your clean-up mission, until you're prompted to get back to the tank.

When the resistance is wiped out, the tank moves to the west and busts through the cargo truck blocking the gate. In the yard of the administration building, a few NVA soldiers run toward you and the tank. Take them out quickly and keep your eye out for the rocket crew by the burned-out car ahead to the southwest.

Dandridge tells you to provide covering fire and suppress the guns at the administration building. The Communist flag is taken down and replaced with an American flag while the tank stops underneath it to lay waste to the remaining NVA forces here. Some NVA rockets get through, tear into the tank, and destroy it. Take out yet another rocket crew to the northeast of the tank, just beside the two burning cars. You must clear this area fast and get through the front gate of the administration building to end the mission.

Mission L2b





Three corridors face west in the front lobby of the embassy. Take each one seriously, and pay close attention to the NVA soldiers running back and forth in the main hall beyond.

There are snipers in the hall that can take you out in one shot, so keep your head down.

Start with the left corridor and use the corners for cover. Lean out and clear the immediate area beyond. You should be able to kill a couple of NVA soldiers by waiting at each hall for a minute.

Hit the middle hallway and then the right hall. This last hallway is the most dangerous, because the sniper in the other room has a clear shot from his position in the main room, leaving you vulnerable.

Once the halls are cleared out, move slowly into the main room.

Be sure to sweep the upper balcony from the ground floor for any remaining NVA gunners. A few up there are waiting for you to step out into the open.

Once you've swept the upper balcony for any NVA troops, an explosion on the west end of the north wall rocks the ground floor area. You can look through there and take out any unwary NVA waiting for you to come down the adjacent hallway.

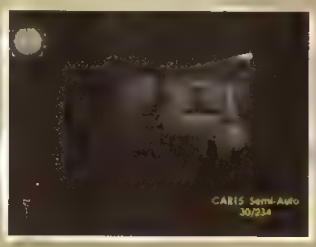
This hallway is a pinch point; proceed with caution!

The first hallway leaving the main lobby hall is a dangerous pinch point. If any NVA soldiers are around and spot you inside, they may toss in multiple grenades. Peer around the doorway and watch for snipers here as well. To make matters worse, there is a mounted gun at the far end of the hall. Take those gunners out very quickly with a grenade.

Once the hall is clear of NVA, move out of the room to the east.

CAUTION! Many NVA troops in here hide behind tables. Progress is likely to be slow, as you eliminate them one by one.

Keep moving around to the far end of the room, to another hallway with yet another mounted gun at the end. A well-placed grenade here does the trick nicely.



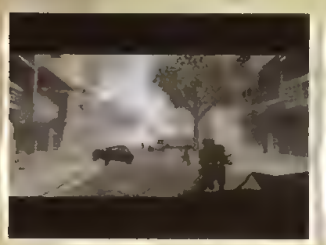
Now is the time to get tricky! Lead the squad to the door on the left, just before the mounted gun. They engage the NVA troops inside the room in a firefight. Now back out and go to the holes in the wall to the southeast and pick off the NVA men inside the room while they're preoccupied with the other force coming in the door. This crossfire creates chaos; the NVA forces have no chance to fight it.

TIP When you've created this crossfire situation, the NVA soldiers have a difficult time sorting out which direction to fire in first. This is a big advantage, as you have the element of surprise. Whittle down their forces while they're trying to figure out where the shooting is coming from.

Regroup with the squad in this large room. With everyone facing west, you see another explosion and the NVA pours through the doorway in the west wall. Reload and prepare your grenades to take your enemies out fast before they get a chance to lob off a few grenades of their own.

Work your way into the hallway to the west, watching for another mounted gun in the end of the hall. Only a few NVA men remain in this area, but stay vigilant nevertheless. Kill the soldier on the mounted gun and lead the squad into the last room of the building. They clear it out for you, and then you're free to head out the back door to end the mission.

Mission L2c



The mission starts with you back out in the streets of Hue, facing south down a nearly deserted road. Immediately, you notice the NVA rocket crew at the other end sending quick volleys toward you. Several burned-out vehicles are in the area ahead of you. Use them as cover to give you time to spot the NVA rocket positions and eliminate the resistance.

In the smoky streets, contrast may be low between the environment and your enemies, and it may be difficult to spot your targets. Look for movement or watch for their gunfire (or more easily, rocket smoke trails) to find your quarry. Often the very stealthy NVA troops give away their positions if you watch and wait.

Proceed carefully up the street, watching for rocket trails. One of the rocket crews is way up on the left side of the street to the south. Use the vehicles for cover, but don't get too close! You may get caught in the radius of an explosion.

Sometimes, when rockets are coming straight at you, it is easier to dodge them in the open than to stay close to cover and expect the blast radius not to affect you.

Keep working your way down the street until you reach the intersection where another street heads west toward the church.

Extreme caution is advised here. Watch for the fortified gun turret! It is on the southwest corner in the big slate-colored building one story up; it can be hard to spot from a distance.

The NVA protects the fortified gun turret on a big slate-colored building one story above ground level. It takes some fancy shooting or a well-placed grenade (if you can get close enough to launch it) to neutralize this threat. NVA soldiers lay down some impressive fire from their vantage point, so deal with them only from the safety of cover, never out in the open.

Continue west along the street, working slowly through the NVA soldiers. They wait for you on both the ground level and on a few of the overlooking balconies. The trek to the church should go fairly quickly along this stretch of street. When you get near the church courtyard, some NVA troops run around the outside of the church. Use the tree on the east side of the street outside the church enclosure for cover. Inside the courtyard, the enemy has a selection of good cover. Don't rush in unprepared.

The Ontos shows up soon after some of the enemies outside have been killed. It blasts the hell out of the second-floor bell tower where the remaining outside resistance is. You are unable to kill that gunner on your own.

Once the courtyard is secure, clear out the remaining NVA men inside the church. They are holed up inside with tons of good cover. You have two solid options; a full-out assault or a more cautious offensive approach. Either one has proved acceptable on all difficulty levels.

Work your way into the church hall, quickly finding cover behind one of the pews or large pillars. At the far end of the room, near the flag, is a handful of NVA soldiers. Depending on the desired tactics, you can sit here and pick off the soldiers as they raise their heads, toss in a couple grenades to kill the group, or lock and load any powerful semi-auto or (even better) fully automatic machine gun.

The fully auto approach is particularly effective if you pick up the RPD and rush the back of the building to finish the mission in a blaze of glory. Check the room on the right of the flag for stragglers. Head out the door to the left of the flag at the back of the church.

One soldier may be left guarding the exit, but an aggressive blast from the RPD or carbine while you're strafing is a satisfying and dramatic way to end the mission. Go big or go home.

SUB-OP L3—HUE COUNTER ATTACK

Mission L3a

At the start of this mission, you're riding in an APC with Captain Van Bao and an ARVN ranger. As soon as you get out and into the street, look for a PU sniper rifle, possibly near the body of a dead NVA sniper. It has very low ammo, so save it until you really need it later. It proves to be an asset to you later on in this level when you need to eliminate some hard-to-reach mounted gunners.

Danger: Crossfire Location 1

Danger: Crossfire Location 2

Head north through the first section of the bombed-out downtown streets of Hue. When you get to the first corner, watch for the crossfire from the second floor of the glassed-in building to the west and the mounted gunner on the second floor of the building to the north. (Your grenade launcher is excellent for taking out these high emplacements.)

As you turn east, you find NVA forces on the ground level. They are located in the open and on upper floors of adjacent buildings. Wait for the squad to regroup at the burning bus and take out the immediate resistance together (this means that you should basically use the squad as fodder).

CAUTION! Keep a watchful eye out for NVA snipers on the upper floors of all adjacent buildings.

Head north into the next section of downtown. On this street, look up and find the plank on the left, where you spy something out of the ordinary. On the second floor is a hideout with some ammo for your PU sniper rifle. Look from the windows to see if you can spot any enemies in the street ahead. Be careful, though, because as soon as you pop your head too far out the window, they attack from the northeast. There is a mounted gun far across the street, along with a nearby rocket crew.

CAUTION! You're in a dangerous spot here, so be very careful. Back away from the window so the explosions on the outside wall don't get you. But don't back up too far, in case the rockets come through the window and hit the back wall. Either way, just try to be out of the blast radius when a rocket strikes any nearby surface.

Find a cozy spot in between the two walls and spot your targets. Make your shots as a sniper count. They should all be headshots to maximize the use of the PU sniper rifle. Watch for the NVA soldier in the last window on the second floor of the building across the street to the northeast.

Once the area below is clear, head down there with the squad. Then you see a friendly APC out in the open. Move toward it. When you get to the APC, look east and up to the second floor. There may be more NVA up there firing down at you (unless you already sniped them). They are also coming from the northwest, taking cover amid the wreckage past the large framed gate into the adjacent building. Another rocket crew shows up now. Deal with this added threat quickly before it causes too much chaos.

Keep following the objective marker toward the ARVN base. A few NVA soldiers come running out the doorway behind the large framed gate to the north. Quickly eliminate them with the help of the rest of the squad. Don't spend much time in the doorway or hallway. The explosion of grenades or rockets in such a small space is devastating to the whole squad.

Use the M79 to kill the NVA soldier on the mounted gun fast!

There is an unforgiving fortified NVA mounted gun trained perfectly on the hallway exit. Either suppress the gunner or kill him outright to get past this open point (again, your grenade launcher comes to the rescue). Rush out the doorway and get into the corner of the building to the east for cover. In this area, several NVA soldiers hide in the corner toward the mounted gun. You must be quick to avoid both threats here.

When you clear the yard area, continue to follow the ARVN captain toward the base. The nearby building to the north with the pillars inside houses a handful of NVA regulars plus a few crack snipers. You have to clear this small area, inside and out, before moving on. A few snipers are just outside the building; keep your eyes peeled to spot them before they spot you.

Once outside the building, immediately head up the plank ahead of you. Then move to the south to get a bird's-eye view of the large open area to the east. A mounted enemy gunner is up on the second floor across to the southeast. You must get across this area to end the mission, but take out as much of the resistance as you can from here before rushing across out in the open.

There may be a few more NVA soldiers to contend with. They're ahead, positioned on the ground level, standing between you and a successful finish.

Mission L3b

Hue is a sprawling city in South Vietnam. By now you must be starting to feel the effects of the same scenery and progressively more difficult combat situations in the expansive wreckage. *Semper Fi*, Marine! Head east from the mission start. This mission is peppered with many hiding spots for snipers; you really have to have your head screwed on straight here.

Quickly move up the plank next to you and take a position on the second floor to the south. This is where you want to be; you have the best vantage point and defensive position in the area. From here, spot a handful of NVA gunners and snipers in the building across the way, far to the east.

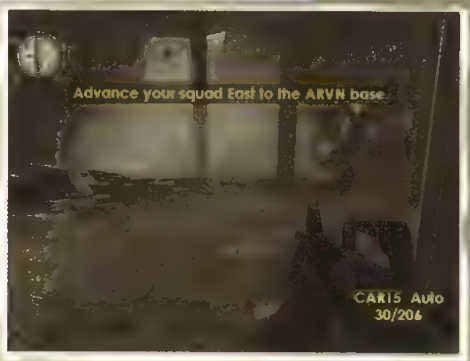
Spy a few more enemies in the second floor of the building to the southeast. Stay low and don't stick your head out the window too far. Snipers are quick to line you up for a clean killing shot.

This is the view from the NVA fortified position. Take him out before moving east across the open area below.

When the large open area is clear, head down to ground level. Quickly stand up, then duck down. If anyone shoots at you, identify the shooter's position and take him out. If not, it's all clear. Head east, across the yard and into the factory door.

Watch for the NVA soldier in the window above you. When you come out of the first passage, go for him. A few enemy soldiers are on the stairs above you. Don't worry; the squad helps clear them out.

Get up the stairs and pillage the NVA supplies, especially any sniper ammo you can find. Head across the walkway to the east and kill any NVA troops remaining on this platform—one, at least, around the corner near the mounted gun at the back of the building (east end of the second floor). Mount the gun and eliminate all the swarming NVA masses in the area below the building to the east. When the factory is clear, head back downstairs to regroup with the squad.



Meet Captain Van Bao downstairs with the squad, and cover him while he places the charge and blows out a new back door. Quickly get out into the open with the team and open fire on the surprised NVA.

As you move out the door, notice a few NVA soldiers on the ground. There's also a mounted gun up above you to the south. Snipe them both, if you have enough ammo. Head east and up the plank ahead of you. A couple of snipers are across the way on the second floor of the building to the northeast; while you have this great view, kill them, along with any others who are visible.

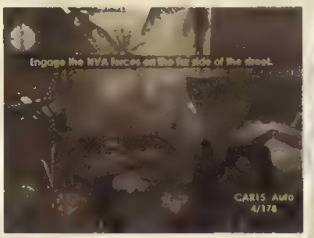
As you head down the plank and back onto the ground, watch for the NVA mounted gun and ground troops at the east end of this street. They're nearby, up in the second-floor window overlooking your position.

Get across the open area to the east fast and look for any supplies. The snipers likely have taken a toll on you, so be on the lookout for health, and search any bodies you come across. Move to the second floor to take a look around before moving on.

Now head east into the alley behind this building, where you see a few NVA soldiers running around. Go north, and once you are out of the narrow passage, snipe the enemies on the outer rim of a building to the east. Then, go back through the windows of the main building; this makes traveling easier, because you have to go next to that area.

Follow the objective marker into the next building and clear out the hiding foes with a well-placed grenade. Grab their gear (ammunition mostly) and keep moving. Head through the narrow passage in the northeast corner of the building, and enter the alley to end the mission.

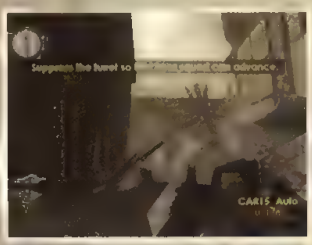
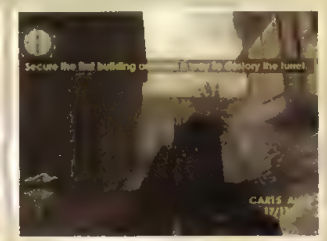
Mission L3c



Fight your way down the short alley to the east, sniping anybody you can on the approach to the building on the other side of the road. Watch all the open windows in this building for NVA soldiers. A few may be crawling around that you can barely see from here. You head into that building soon, and the more you eliminate from outside, the easier your progress once you get inside.

You can't access this building's yard until the Ontos shows up to blow the hell out of the wall in front of it, granting you access.

Move around the base of the building to the south. In the corner is a rubble pile, where the NVA soldiers flock for some protection. The squad moves in that direction if you lay down suppression fire to cover their movement and snipe the unlucky NVA there. Regroup at the rubble pile when the area is cleared.

In the alley to the east, suppress the turret in the third-story window. And, if you haven't guessed it by now, a grenade launcher is a wonderful thing. This allows your squad to move forward. When they do, they suppress the turret, covering for you and allowing you to look for a way into the first building. The new objective is to find a way to destroy the turret. Find the doorway on your left, ahead in the alley to the northeast. That's the way in.

A few NVA solders are on the main floor, but you have to go upstairs to deal with the turret. At the top of the stairs, behind a barricade, are several NVA soldiers with machine guns; toss a couple of grenades over the railing into the corner at the top right-hand side of the stairs to clear them out.

Proceed up the stairs carefully. Check that the area has been cleared before fully committing to the second floor.

TIP

When you're not sure of what lies ahead, always assess the next area by leaning out from cover to take a look around before you commit to moving through.

Move around the second floor to the area you cleared out. A couple of dead Marines are there, and all of their gear (health, ammo, and the M79) are available to you. Destroy the turret in the next building with the M79 grenade launcher; it's an easy shot right into the center of the turret window.

Grab all the supplies you can carry and get back downstairs. The Ontos has caught up to your position. Follow it through the streets tothe next stop.

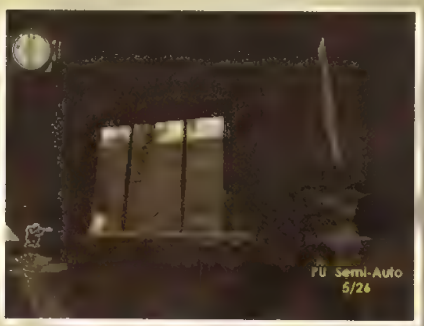
As you approach the courtyard, the Ontos gets toasted by a rocket from an NVA crew. Duck into the nearby building to the northeast. You pass a checkpoint.

A few NVA soldiers are on the ground floor of this building; you can't access the second story. Clear out the main floor, but stay away from the windows. Mounted guns and snipers are outside in several of the opposite buildings. Deal with them in a moment. First, find the back door and kill the NVA soldier outside guarding the exit. With the immediate threat removed, get down low and crawl back to the first window you passed on the way in, along the east wall.

CAUTION!

Multiple NVA units shoot at this position from several positions. This is one of the most evil spots in the game. Keep your head down and go about this slowly and systematically.

Look south, way up to the second-story window in the adjacent building. A mounted gun is well hidden behind some glass. Use the PU sniper rifle to kill the operator. You have to lean out from the walls very quickly if you don't want this sharp machine gunner to spot you and spray you with lead.



Look east, above the courtyard, to the third story in the opposite building (the one on the left). A mounted gun up there is easy to spot; take out the gunner with your PU.

Many NVA soldiers run around out in the open area; snipe as many as you can before heading out there. Meet up with the squad outside the door in the north wall and continue very slowly. The tank in the courtyard is a flamethrower; you have to find a way to destroy it.

As soon as you move slightly into the courtyard, you get the updated objective to destroy the tank and the RPG crews. Run back into the building you just came from, to the first window on the east wall, and snipe the top-floor RPG launcher-carrying soldiers in each window as well as the NVA gunners in the second floor windows. You're going to that building next, so clear it out!

When the NVA soldiers inside and out have been killed, head into the courtyard. Note the movement pattern of the tank for a minute. It can spray flames quite a distance, so move only when it has moved as far as it can—somewhere between the two far buildings.

Then boogie across the courtyard to the south corner, staying tight along the outer wall of the building you just came from. The debris in the courtyard gives you some running room from the tank, but stay as far out of reach of those flames as possible.

Wait there for the tank to focus on the squad. When it has gone through its movement cycle and has backed up, it soon comes racing forward, spraying flame at your team. As it does so, race along the south wall of the courtyard to the eastern target building.

In the corner, stay cool and watch the tank's position. In certain positions, the tank cannot hit you with its flamethrower. Capitalize on this weakness. Be quick on your feet; get down low, right beside the tank when it's backed up. It knows you're there and stays in that position if you're beside it (but at least you're not being flamebroiled).

As soon as you get beside the tank and drop to your belly, turn around and start firing at several NVA soldiers running for the cover of the front door in your target building. If you can get them before they reach the door, it's much easier for you when you move into that position.

Note the NVA shooting at you from inside the doorway of your target building. A couple of grenades do wonders here; launch or throw them in the doorway to help clear a space for you to run from this tank! If the tank loses interest in you, move toward the door quickly.

If the tank stays in position, you must be very fast getting away from it and through the relative safety of the far doorway. You must immediately kill a couple more NVA soldiers inside. Lock and load, and set your gun to auto if you have it. Assault the first room with everything you've got! If the tank catches you on the run, the flames kill you very quickly.

Work your way very slowly through the ground floor of this building. Get around to the stairs and throw up a couple of grenades. If that doesn't kill the NVA up there, they come down the stairs looking for you. Be ready to change weapons and take them out when they do.

Move up the stairs and work your way around the second floor, clearing them out one by one. The second floor has only a few NVA units, so you can move around the stairs to the top floor easily. Change your M79 ammo to buckshot, because two NVA soldiers may come around the nearby corner very quickly. With some good timing, you can take them both out in one shot.

Lean around the next corner and you see several NVA soldiers taking cover behind some toppled tables. Use your grenades here to take most of them out, then finish off the rest with your carbine.

Ensure that this area of the top floor is clear, and continue around the far corner of the floor to find the RPG launchers. Use three of them to destroy the tank from your vantage point up here. When the NVA flamethrower tank is in pieces, meet up with Captain Van Bao on the ground floor. Blow the rubble pile with a satchel charge to end the level.

Mission L3d

Continue on to the ARNV base. With your squad, head into the doorway in front of you, A handful of NVA soldiers quickly comes rushing in to attack. Move through the ground floor here to the east and back outside on the other side of the building.

Take out the NVA mounted gun position.

A swarm of NVA units comes at you from the northeast as soon as you are able to view the next clearing. Don't get too distracted by the soldiers on the ground right away. First, take out the mounted gunner up on the window of the third floor in the building to the east. Then, use the nearby rubble or walls and corners for cover. Watch for another NVA up in the windows of the same building.

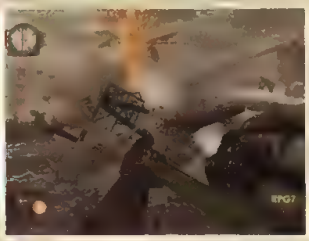
When this tight area is clear, move to the far north end against the wall. More NVA units wait for you between the NVA units. Move east slowly and watch the NVA try to sneak up behind the ARVN defense from this building. Some grenades from the M79 in the various windows may help, but it's a hard angle, so you may have to engage them from more of a direct angle with one of your guns.

Don't waste too much of your PU sniper ammunition on just anybody. This mission has many NVA soldiers in hard-to-reach places, usually on mounted guns at the other end of the ARVN base clearing. Save your ammo for them.

Get to the corner of the building to the east and kill the NVA shooting at the base. Get in behind the few soldiers here with relative ease. There is nothing between you and the base now except for the NVA soldiers who are running for the mounted gun behind an extensive rubble pile at the north end of the clearing. A few NVA also are in the windows above you. Make a mad dash for the safety of the base, where you can find solid cover and engage targets at your discretion.

Inside the base gates, stock up on everything you need. There is lots of ammunition and health to get you through to the end of the mission. Go back and forth between the two mounted guns outside the gates, taking out the NVA ground forces and the soldiers in the windows of the buildings facing your direction. Watch for that mounted gun, off to the right in the rubble. The NVA are very reluctant to give up that position and keep manning it despite their losses.

The ground forces try to flank you from the left. This is a brutal firefight with NVA soldiers coming from all sides. Keep your gun fully loaded and watch every angle. Eventually the wave from the right stops, but the NVA attempts to flank from the left continue until the NVA tank appears. Get back into the base when it arrives and stock up on RPG launchers, then get back out to find some cover in front of the base.



Stay on your belly when you reload between shots with the RPG launcher.

You can destroy the tank with one clean shot on the underbelly as it comes up the hill into this area. Otherwise, you need several shots to reduce it to scrap metal. Stay low on the ground between shots as the NVA cracks lead over your head. If you stand up for long, you're dead. A couple of RPGs and the tank is history. That ends the level.

The PC version deviates from the X-box version with two extra missions.

Mission L3e: PC Version

The mission starts with you on another APC ride. Van Bao will talk about an informal truce. But now an attack has caused them to set up an HQ in the Imperial Palace! Before, they were trying not to inflict a high amount of damage to the Palace, but given the change in circumstances, that doesn't seem like a likely outcome anymore.

After you exit the APC you are thrust onto the doorstep of a severely damaged Palace. To the south will be the stairway to the Palace with a nearby turret that fires on your position immediately. Take cover and head southwest to find the remnants of an APC.

Get behind the APC and take out the turret on your left. This is not an easy task. There are at least two NVA on the balcony shooting down at you, as well as other NVA running around. Once the turret is taken out, (be advised there may be more than one guy that goes to re-man the turret), take a right and head up the stairs to the Palace. When you get on the stairs you will encounter another turret, as well as more NVA. Get rid of the turret gunner at the top of the stairs and move up. This area has even more NVA and turrets.

Go down the right side and use the pillars as cover to take out the NVA and the turrets. When you get to the end, to the left will be staircase. Before you even get to the staircase they will get blown to bits right in front of you. This leaves you to turn around and head to the left of the stairs. On your way around the Palace (East), rockets come flying out at you, but let the rockets do what they need to do and then run through. You come to the end of a corridor, then make a fast turn around a corner to see an open staircase leading down. Hang out against the sides of the staircase and clear the NVA on the courtyard before heading down the stairs. Beware of the NVA that keep coming to re-man the turret.

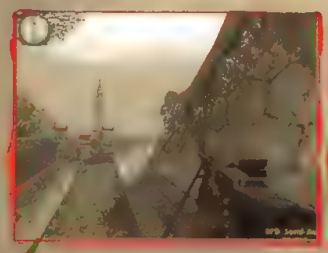
Head down the stairs and proceed forward to the right side of the pond area. More NVA stream out. There's also another turret to your left. After the swarm of NVA attack, continue East and up to the inner courtyard. Take cover! There will be yet another swarm of NVA, as well as another turret on the left. Once that wave is cleared, go right from the entrance. Then go around the debris, head South of the rubble, and keep moving forward. After another wave of NVA and another turret, you'll see the weapons cache. After everyone has been cleared, place a satchel charge on the weapons cache. Take cover behind a nearby pot, then after the cache is blown, head west to clear the rubble to the entrance of the next area.

Mission L3f

The mission starts where the last one left off. As soon as you begin, move forward to the first doorway and drop prone. Aim and fire to quickly take out the NVA soldiers that appear from the sides. Ignore the NVA running for the far doorway, and concentrate on the ones firing at you. Once these enemies have been removed, the doorway is obscured by a smoke grenade thrown by one of your ARVN Ranger buddies.

Before moving through the doorway, aim and fire straight through the middle and take out the NVA manning the machine gun nest in the lower courtyard. You are on-target when your target reticule turns red. Now move through the doorway and dodge to the right. Again, drop prone at the top of the stairs. Quickly shoot the two closest NVA on the right at the bottom of the steps. Then turn left and kill the next two NVA you see. They're planted at the bottom of the steps.

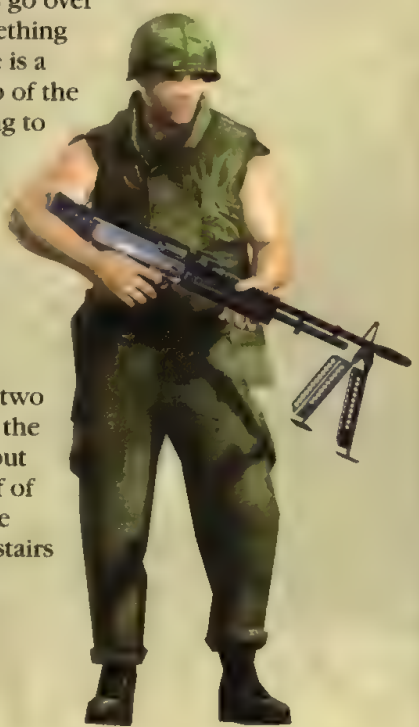
Go right, around the central ponds and barricades. If you take the left side, you run into a flamethrower tank that torches the ARVN Rangers running nearby. You may be able to get some 5.56 ammo off their bodies if any fall far enough away from the flames. Take the right-side path, and then *charge!* Shoot any enemies directly in front of you, ignoring the ones on the stairs. Don't stop to check any bodies because NVA keep spawning here. Keep running until you reach the protection of the big wall behind the elephant statues. You reach defilade protection by the side of the stairs. The NVA are running on them, just above you. Bandage your wounds and shoot any NVA on the ground level near you.



By now the flame tank has moved on and parked in front of the base of the steps. Stay next to the wall and move up next to the stairs, then move toward the base of the stairs, remaining in the protection of the stair wall. An on-screen dialog box prompts you to mark the tank with smoke. Hit the Spacebar to throw the smoke, then move back behind cover and wait for the choppers to destroy the tank.

After the tank is destroyed, the choppers fly over the remaining battlefield and circle back to the beginning of the map. The door gunners do an excellent job of clearing out the NVA remaining on the steps before flying away. Once the choppers leave, a couple more NVA come down the steps on each side (the central steps are blocked by a machine gun nest), so be prepared for them. Before advancing any further, go into the machine gun nest in front of the tank. You find an RPG7 launcher and several rockets for it. Pick up one and make room for it by swapping out an unneeded weapon. (If you are carrying your CAR15 and a Type 56, you don't need both. Swap one of these for the RPG7.)

Go up the left-side stairs. Stay low (by crouching) when you get near the top of the stairs. If you stay near the center, there's a great opportunity to kill the NVA from a distance. There are three NVA with RPG7s in this immediate area, as well as a few with rifles. The ones with RPG7s are your top priority. From your position (firing over the top of the stairs), only a direct hit from an RPG7 rocket causes you any real damage. Sometimes you can duck under the blast if you move quickly enough. Rockets that land short have most of the blast deflected by the ground at the top of the stairs, while long shots go over your head and hit something way behind you. There is a RPG7 soldier at the top of the next set of stairs leading to the next (and the last) courtyard. He's backed up by another RPG7 solider at the bottom of these stairs and to the left. A third RPG7 soldier is in the central, gazebo-type structure between the two sets of stairs leading to the next courtyard. Clear out the enemies in this half of the courtyard and move along. There's a set of stairs in front of you.



CAUTION! Do *not* go up the last stairs yet; there are more NVA in the other half of the courtyard, and you don't want to be fighting on two fronts when NVA start appearing in the uppermost courtyard.

TIP When coming up the left side of the stairs, killing these three NVA RPG soldiers is a priority. If they see you, a direct hit from their weapons kills you, and even a near miss inflicts serious damage.

Look around to find three more RPG7-toting NVA. Move to the other half of the middle courtyard to gain an advantage on their position. There are also some more rifle-bearing NVA cruising around. Two of them are found at the top of the stairs on the right side of the courtyard, and the other is in the courtyard to the right of the base of the steps. First, take out the visible soldier at the top of the stairs. The other NVA at the top of the stairs is hidden behind a pillar and is not an immediate threat. Save him for last.

Grab any ammo or health you need before proceeding. This time it doesn't matter which side of the stairway you use, but approach it the same way as the last set of stairs: go up the middle, crouched, and when you can see over the top, stop. Switch to the RPG7.

TIP You definitely need to use an RPG7 on this section since this is another endless respawn of enemies within the machine gun nest. If you use a rifle, you can be stuck here all day. A single, well-placed RPG7 shot destroys the machine gun and its gunner entirely.

A nastily accurate machine gun nest is in the middle of the palace entrance. Use the RPG7 to kill both the man and the machine gun nest. That particular NVA respawns endlessly if you only shoot the soldier, although it is a great place to rack up your head-shot statistics. Once that machine gun nest is down, the rest is a general mop-up operation. NVA riflemen are scattered around the courtyard, and a wave of a half-dozen or so emerge from the palace once you advance far enough. Once these are all dealt with, there are only two or three more NVA hiding inside the palace. Find and kill them to get the "Palace secured" message. Return to the courtyard and the level will end with a brief cutscene showing the NVA flag being lowered and the RVN flag raised in its place.

NOTE The walkthrough from the two different versions reunites here.

SUB-OP L4—BACK TO KHE SANH

Mission L4a

This mission is more of a cutscene in the storyline than a mission with active participation. Captain Dandridge leads you and the squad into the hellish war zone that is engulfing the Khe Sahn combat base. A Marine plane drops you off; the plan is to hit the ground running from the cargo ramp.

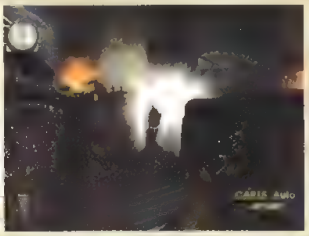
Dandridge is killed by anti-aircraft fire as the ramp goes down. You and the squad are on your own.

As soon as you get off the plane, you're surrounded by NVA gunfire and explosions. They are attacking the base full force and you're right in the middle of it. Move off the runway, avoiding the explosions, and get into the trenches to end the mission.

Mission L4b

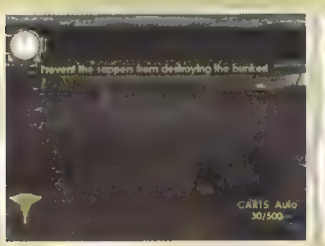
This is a very straightforward mission. Work your way through the trench from one end of the base to the other. There are few options for getting sidetracked, because you're confined to one length of trench almost the entire way. Your first objective is to find Jamie's commanding officer.

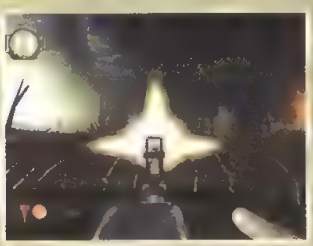
Follow Hoss through the trenches to find the commanding officer. Getting through these sections is not much of a challenge, aside not being afraid of the bombs going off around you. There are plenty of explosions, but none of them should do you much damage if you just take it easy and stay in front of Hoss, but close to him, as he works through the trench system.

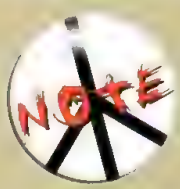


Take the point position in your search for Jamie's CO, but don't let Hoss ever get in front of you because he may stop and block your progress. Keep moving in the right direction and you eventually get to the end of the trenches, where you find Captain Maynard.

Man the mounted machine gun in the bunker ahead and turn back the rush of NVA sappers trying to blow up the last line of defense at the base.







On the ground near the mounted gun are medic kits. You need them!

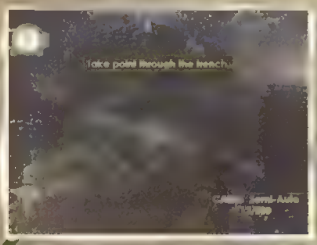
Get on the gun and start laying waste to the oncoming swarm of NVA soldiers. They are hell-bent on destroying this bunker, and they come from all sides. Always watch your health meter; if you are significantly wounded, get off the gun and onto your belly while healing. Then get up and back on the gun at full strength. It is all too easy to get caught up in this intense firefight and forget to take care of yourself.

When you have defeated the swarming NVA at the bunker, follow Captain Maynard to the perimeter of the base. There is not much resistance along the way. The mission ends soon after, while you are still in the trenches.

Mission L4c

Start the mission back in a trench with Hoss and Captain Maynard. You must escort the captain through the base. Again, don't let Hoss get in front of you in this trench or he may block your progress and you have to reload. This is a short stretch of trench. You are soon up and out into the base itself. Now, all hell is breaking loose!

Once out of the trench, dodge mortar fire and fight a few NVA soldiers along the way. Then take point and lead your small group into the second trench.

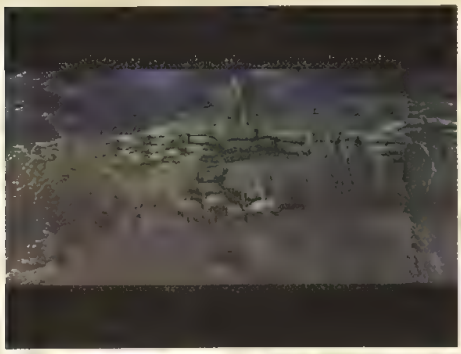


In this stretch of trench, watch for enemies on both the left and right banks. Be extremely careful here in the confined space; if an NVA soldier can throw a grenade before you kill him, you have a difficult time getting away from the explosion. Stay on your belly, toward one side of the trench, to limit your exposure, and always check both banks before pressing forward.

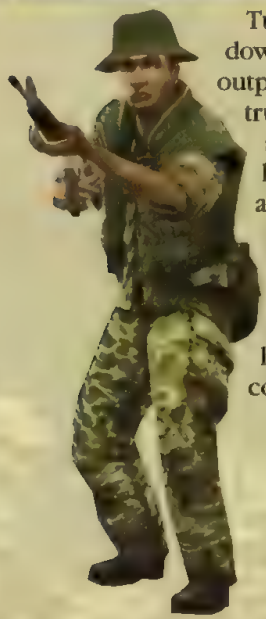
Keep your eyes peeled for an NVA sniper to the west above the trench. Another NVA soldier pops out unexpectedly around the last corner, inside the trench, just before you head back up to ground level.

A couple of NVA soldiers are just outside of the trench. Make sure you're locked and loaded, then hit them hard as you exit the trench system. Follow Captain Maynard through the artillery area back toward the perimeter of the base. The mission ends when you talk to Maynard about leaving the base to find Jamie.

Mission L4d



Outside the chaos of the base, you find yourself back in the element of Vietnam you have grown to both love and hate: the jungle. Captain Maynard sends you down the flooded road to the outpost where Jamie is stationed.



Turn to the west and head off down the flooded road toward the outpost. Watch for the wrecked truck, ablaze up ahead; as you approach you are attacked by a handful of NVA soldiers. They are easy to eliminate with the help of the squad. But be vigilant and look for one NVA soldier hiding on the other side of the truck. If you don't take him out, he shoots you in the back as you continue past this point.

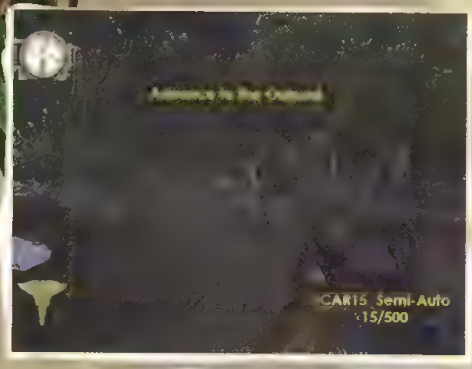
Grab the ammo if you need it and continue down the road. Stay observant, especially of the terrain. There's a small hillside on the right where the terrain starts to open. Some NVA units run back and forth along the tree line (to the north). Duck down behind the nearby stumps and take them out one by one, even though they sometimes seem to consistently respawn.

Be patient. When the action slows down slightly, press forward to cue this conflict to stop so you can continue toward your objective.

Proceed farther along the road and watch for signs of a group of NVA soldiers farther west, toward the distant end of the road. When road turns to the southwest, you find some NVA snipers in the bush just off the road to the west. It can be tricky to get out of this spot if the NVA has set up any sort of crossfire.

Maximize your use of any cover you can find, and try to kill the NVA as quickly as possible to keep them from getting into beneficial crossfire positions. When this area ahead is cleared, keep moving toward the outpost. Watch closely for movement ahead; some stealthy NVA are beside the road farther ahead as you get closer to the wrecked chopper. Stock up on ammo and health at the chopper. The level ends just past this clearing.

Mission L4e



The last mission starts as you are still on the flooded road, slowly trudging in the darkness of the sweaty Vietnam night, heading toward the Marine outpost to look for your brother.

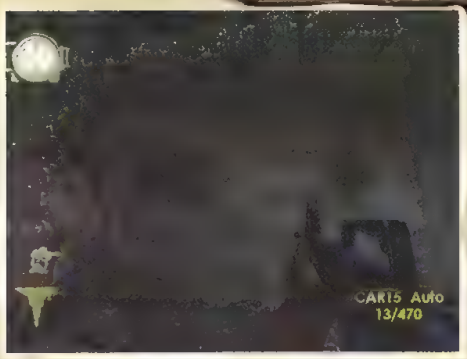
As the road bends to the northwest, you spot some dead Marines in the water. Slow down. Suddenly, you see some NVA soldiers running toward the middle of the road from the tree line ahead, just beyond the corner. They are trying to get into position to pin you down!

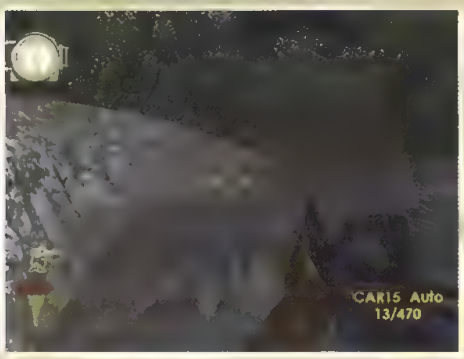
Be ready for them as soon as they appear. If you let them all get into position, the crossfire is excruciatingly frustrating to deal with, let alone get through in one piece! These sharpshooters are very difficult to kill once they are in position and behind cover.

The west side of the road seemed to allow the best view of the area beyond the corner. Stay on land so you can keep on your belly and minimize their target (which is you). Stay out of the water, because you can't get down low enough to make the water effective cover.

If these foes get into position before you can kill them on the run, you may not be able to spot them very well. In that case, get behind some cover of your own and take a couple of minutes to scan for enemies through all vegetation in precise aim mode. It may take a while, but you make it through.

Push on down the road. There is more ammo at the burned-out truck. The resistance briefly eases along this stretch, and you soon get to an area that is slightly rocky. Head northeast.



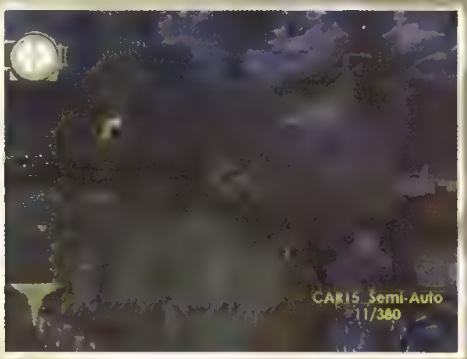


The action heats up again soon with a short but brutal fight against an NVA group up ahead. Watch for them to approach and you may be able to take them out with a few grenades and some fully auto mop-up.

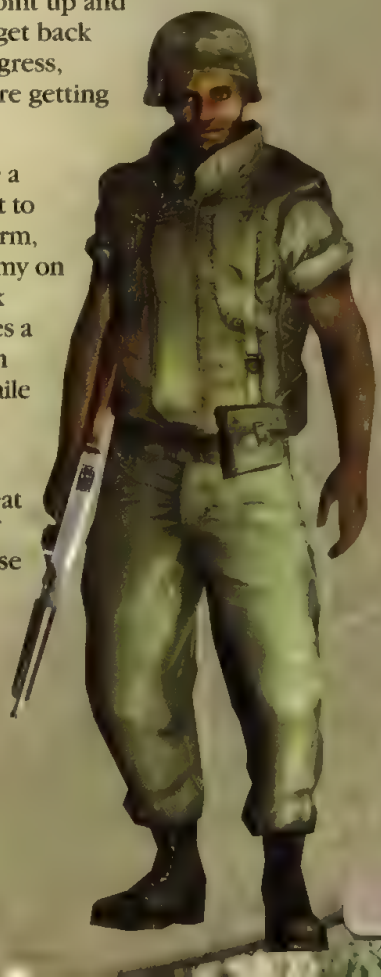
This mission stretch along the road seems to go on forever, but it's mostly a straight shot between Khe Sahn combat base and the Marine outpost. Just when you think it will never end, you reach the bottom of the outpost hill. Now the real fun begins.

Take a couple seconds to assess the situation here. The uphill approach to the outpost is crisscrossed with dirt berms and fallen trees. You can discern your general travel route, back and forth across the face of the hillside and up to the top. The Marines are at the top and that's where you're going as well.

The NVA is attacking the hill, and there is a good-sized group of them between you and the top of the hill. As soon as they know you're coming, most of them turn and start firing downhill. Hide behind the dirt berms and logs. As soon as you run out in the open, it's game over—you're filled full of lead faster than you can let out your best bloodthirsty war cry.

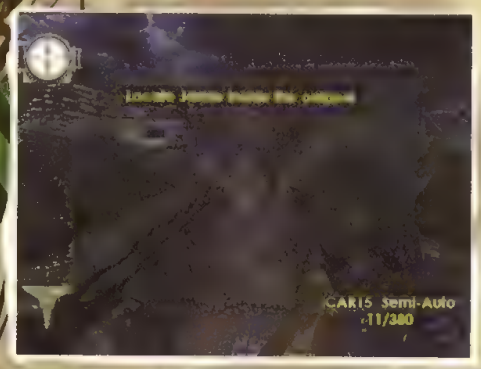


Get to the first dirt berm as fast as you can and get on your belly. Lock and load with your favorite weapon and consider this a race from point to point. Stand up, run to the next cover point up and across the hillside, and get back down. As you make progress, monitor how close you're getting to the NVA soldiers.



At times it seems like a crapshoot. When you get to the downhill side of a berm, stand up to spot the enemy on the other side, then duck back down while he takes a couple of useless shots in your direction. Then, while he reloads you can pop back up and waste him.

This tactic works great all the way to the top of the hill. Maximize the use of your best hard cover and you are up there before you know it.



Once at the top of the hill, have a look around and see if you can spot any NVA soldiers hiding above the trenches where you are heading. If it's clear, head into the trench. The outpost is being overrun by the NVA, both above the trench and inside it. Work your way through with Hoss, at a snail's pace. You see NVA forces on every turn of the trench. Lean around every corner and ensure the next path is clear before moving on.

Always check both the trench and the walls on either side. There is nothing worse than forgetting to check a side and ending up getting shot in the back from a NVA soldier standing practically right on top of you.

Finally you get out of the trench and into the outpost proper.

Find Jamie in the compound. He should be easy to spot. Before you can do anything else, you must help the Marines here repel a very aggressive NVA double flank. They are coming from both sides, so get down close to some sandbags or whatever you can find. You need eyes in the back of your head to stay alive here.

Soon after repelling the NVA flanking maneuver, you have to man one of the bunker guns and kill many of the soldiers in an NVA assault. As in previous bunker defenses, keep a close eye on your health meter. If it gets low, duck down off the gun and dress your wounds. The crossfire here is deadly and unpredictable. Best of luck.

Eventually the NVA blows up the bunker you're in. You end up in the center of the base with a bit of shellshock and find that Jamie has been shot.

This section is a mad dash, nothing more. The outpost has been overrun. The Marines are calling in a massive air strike with some B52s while whoever is left in the outpost pulls back to the Khe Sahn combat base. With Jamie on your back, you must make it all the way back through the flooded road section to the base.

This stretch is crazy. Your movement and overall fighting capabilities are limited with Jamie on your back, so you may want to just put your head down and run your butt off. It's a long hike, so move fast but keep the squad close to you. They deal with most of the resistance you meet along the way.

If you get too far ahead of them, take cover and wait a few seconds for them to catch up. Set your gun to auto and keep it fully loaded as you are assuredly caught off guard by a couple of NVA soldiers along the way. If you're lucky, you're the one with the faster trigger finger.

Keep moving, because the bombers are on the way in and you may have to dodge some explosions along the way. Eventually you reach a point along the road near where you started the mission, and the game is completed. Congratulations, Marine. *Semper Fi*! Now sit back and ponder your time in Vietnam while the credits roll.

MULTIPLAYER

MULTIPLAYER CLASSES

MARINE RIFLEMAN

Attributes

ARMOR: Helmet, Flak Jacket

SPEED: Normal

ACCURACY: Normal

Allowable Weapons

- M16
- M14
- M79
- M61 Grenades
- Smoke Grenades
- Bayonet
- SKS
- AK47

Starting Equipment

M14, bayonet, four M61 grenades, and a white smoke grenade

Special Rules & Abilities

The rifleman can use a wider array of weapons than any other class.

MARINE MACHINE GUNNER

Attributes

ARMOR: Helmet, Heavy Flak Jacket

SPEED: Slow

ACCURACY: Poor

Allowable Weapons

- M60
- RPD
- M1911
- TT33
- RPG7

Starting Equipment

M60 and M1911

Special Rules & Abilities

The machine gunner is the only character who fires heavy suppressive weaponry, and he does it quite well.

TUNNEL RAT

Attributes

ARMOR: None

SPEED: Normal

ACCURACY: High

Allowable Weapons

- M1911
- TT33
- RPG
- M14
- CAR15
- Type 56
- M21
- PU
- PPSH41
- M61 Grenades

Starting Equipment

M1911, five M61 grenades, four satchel charges, and wire cutters

Special Rules & Abilities

Tunnel rats are infiltration experts and skilled scouts. They can disarm traps with their wire cutters and can sense the presence of enemy units. Press down the right thumbstick (Xbox) or B (PC) to reveal all nearby enemy soldiers.

MARINE SNIPER

Attributes

ARMOR: None

SPEED: High

ACCURACY: High

Allowable Weapons

- M21
- M14
- SKS
- M1911
- TT33

Starting Equipment

M21 or M1911

Special Rules & Abilities

Snipers are the only characters who can use scope-equipped rifles, and their accuracy with these weapons is exceptional.

GREEN BERET

Attributes

ARMOR: None

SPEED: Normal

ACCURACY: High

Allowable Weapons

- CAR15
- Claymore Mines
- PPSH41
- Type 56

Starting Equipment

CAR15, four Claymore mines, and a clacker

Special Rules & Abilities

Green Berets can use Claymore mines to set up stealthy ambushes and raids. They are not slowed by water.

ARVN RANGER

Attributes

ARMOR: Helmet

SPEED: Normal

ACCURACY: Normal

Allowable Weapons

- M16
- M1911
- Smoke Grenades
- AK47
- TT33
- PPSH41

Starting Equipment

M16, four colored smoke grenades, and wire cutters

Special Rules & Abilities

ARVN Rangers are the elite soldiers of the Republic of Vietnam and are highly skilled in both field operations and combat. They can disarm booby traps and call in mortar strikes using smoke grenades.

MARINE CORPSMAN

Attributes

ARMOR: Helmet, Heavy Flak Jacket

SPEED: Normal

ACCURACY: Low

Allowable Weapons

- PPSH41
- M1911
- TT33
- M79

Starting Equipment

M79, M1911, and three medic units

Special Rules & Abilities

As the Marine Corp's medic, these soldiers can heal squad mates by interacting with them on the battlefield. For each medic kit that a corpsman picks up, he gets three to help heal the squad.

NVA RIFLEMAN

Attributes

ARMOR: Helmet, Flak Jacket

SPEED: Normal

ACCURACY: Normal

Allowable Weapons

- M16
- Stick Grenades
- SKS
- M14
- AK47
- M79
- Bayonet

Starting Equipment

An AK47 plus four stick grenades

Special Rules & Abilities

The rifleman can use a wider array of weapons than any other class.

VIET CONG SNIPER

Attributes

ARMOR: None

SPEED: High

ACCURACY: High

Allowable Weapons

- M21
- M14
- PU
- SKS
- M1911
- TT33

Starting Equipment

PU Sniper Rifle and a TT33

Special Rules & Abilities

Snipers are the only characters who can use scope-equipped rifles. Viet Cong snipers are well camouflaged and can easily blend into many different types of vegetation.

NVA SAPPER

Attributes

ARMOR: None

SPEED: Fast

ACCURACY: High

Allowable Weapons

- CAR15
- Type 56
- PPSH41
- Stick Grenades
- Claymore Mines

Starting Equipment

Type 56, four stick grenades, and four satchel charges

Special Rules & Abilities

These VC units are infiltration and demolitions experts. They operate much the same way as the Green Berets. Sappers can set demo charges and can disarm Claymore mines.

VIET CONG GUERRILLA

Attributes

ARMOR: None

SPEED: Normal

ACCURACY: Normal

Allowable Weapons

- SKS
- AK47
- TT33
- M16
- M1911
- Booby Traps

Starting Equipment

SKS, RPG7, and four booby traps

Special Rules & Abilities

These jungle warfare experts can place booby traps on the battlefield.

NVA MACHINE GUNNER

Attributes

ARMOR: Helmet, Heavy Flak Jacket

SPEED: Slow

ACCURACY: Poor

Allowable Weapons

- M60
- RPD
- M1911
- TT33
- RPG7

Starting Equipment

RPD and a TT33

Special Rules & Abilities

The machine gunner is the only Communist character who fires heavy suppressive weaponry.

VIET CONG FORWARD OBSERVER

Attributes

ARMOR: None

SPEED: Normal

ACCURACY: Normal

Allowable Weapons

- **PPSH41**
- **M1911**
- **TT33**
- **M79**
- **Smoke Grenades**

Starting Equipment

PPSH41 and five colored smoke grenades

Special Rules & Abilities

Forward observers are bird dogs for the VC mortar teams and have the ability to use smoke grenades to mark targets for mortar strikes much like their Allied counterparts, the ARVN Rangers. However, the VC mortar strikes only land within a three-meter radius of the target as compared to the U.S. strikes, which have a five-meter radius.

NVA MEDIC

Attributes

ARMOR: Helmet, Heavy Flak Jacket

SPEED: Normal

ACCURACY: Low

Allowable Weapons

- **PPSH41**
- **M1911**
- **TT33**
- **SKS**
- **Smoke Grenades**

Starting Equipment

SKS, three white smoke grenades, and two medic kits

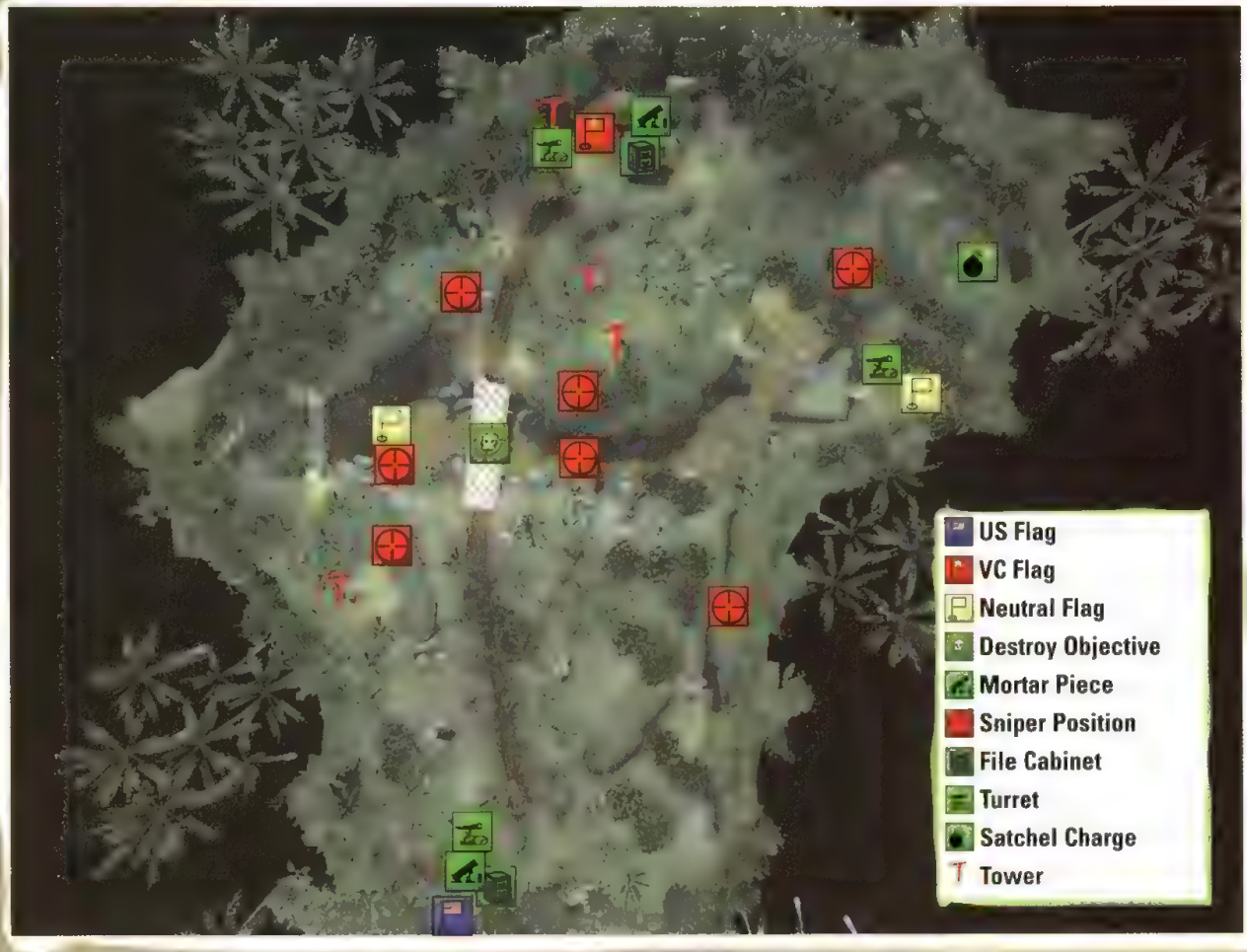
Special Rules & Abilities

VC medics can heal Communist squad mates in the same manner as the Marine Corpsman. However, they only receive two medic kits when they pick up a health power-up in the field, even if they are unwounded.

Multiplayer Maps

Xbox and PC Maps

Map 1: Batangan



Notes

- **The bridges are control points. Ensure your victory by keeping possession of these control points.**
- **The main bridge (largest of them all) is out in the open. This can be both a curse and a blessing depending on what side you're playing and what your objectives are.**

- **The small suspension bridge with the mounted gun on the mountainside has extremely solid defenses. This is the easiest bridge to defend of all three.**
- **Take advantage of the differences in vertical relief. Use all the high points to your advantage (towers, cliffs, and so forth).**
- **Look for the trees you can get on top of from the cliff along the main creek bed. There is one on either side of the main bridge. These are super sniping positions. You can go prone and no one will ever suspect you're up there.**
- **The main stretch of creek offers some great cover. Stay still beside a large aquatic plant and snipe your enemy while he madly searches for you.**
- **Patience and a steady hand can get you up the skinny beams under the main bridge for a cool hiding place.**
- **The two towers on the flat bench in front of the Communist camp can be a difficult position to hold, especially if there are Allied soldiers coming from both sides. If there is no assault imminent, this is a great vantage point to lay down some serious fire.**
- **Look for the ledges on the cliffs skirting the map. They are narrow and often obscured by vegetation, but they can be very useful for stealthy attacks and vantage points overlooking much of the map.**

Batangan Map Tips by Jason Colombetti, Tester

General Tips

1. Use the high grass of the level to your advantage. Sneak and hide while prone in order to get the drop on other people who may be too busy running around to notice you. This is doubly true for the grass at the edge of the cliffs in the level; these are prime sniper spots as they make anyone firing from them tough to see.
2. There are three bridges in the level, and the central wood one seems to become the focal point of the action in most Death matches. Use the other two rope bridges to get across the river and pick people off as they try to cross the center bridge.
3. The River is certain death for most classes, except the Communist Sapper and Allied Green Berets. Use these "units" (we call them "classes") for any movements or fighting by the river in order to stay fast and stay alive.
4. Turret gunners can spit out a lot of fire, but they are not that accurate. Use them to close down avenues of attack rather than to kill assaulting enemies. If you can concentrate more people into a smaller area, it becomes that much easier to take them out.
5. The ridge to the left of the Allied camp as you hug the wall is prime sniper territory. Lots of grass and plants create the perfect cover for the sneaky to exploit.
6. USE COVER! There are plenty of rocks, trees, and other objects on this map; there is no reason to be caught in the open. Even if you duck in grass, sometimes those firing lose sight of you. This gives you a chance of survival.

Recover the Docs Tips for Batangan

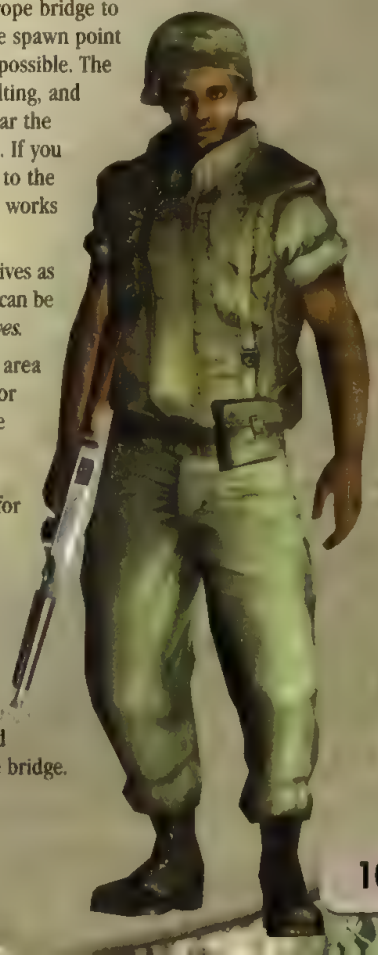
1. Smoke is life. Since the documents spawn near the team's flag location, odds are that they are covering every possible attack route to them. Toss smoke grenades to obscure the area before your team makes a grab for the docs. The other team can't hit what it can't see.
2. If you're on the Communist side and you are defending the documents, booby traps won't protect you completely. The Allies have two classes that can cut the wire on booby traps: the ARVN Ranger and the tunnel rat. ALWAYS PROTECT YOUR DOCS!
3. The file cabinet for the Allies is out in the open. As the Communists, if you catch their base empty, you can plant booby traps around their file cabinet and create a nasty surprise for them if they attempt to return the docs.
4. As the Allies, use the tunnel rat's sense ability to tell when the VC is coming for your docs. Just remember: If the yellow name is moving, shoot it!
5. As the Allies, use the Green Beret class and his claymore mines to create a nice trap for Communists that get through your defenses. Plant the mines inside the docs so that the blue papers obscure them, then hide and wait for a Communist to come near. Hit the clacker, and you've just sent him back home to respawn.

Search and Destroy Tips

1. The high grass makes finding the pieces of mortar necessary to start the shelling operation difficult. If you can't find a piece, be sure to sweep through the grass.

Multiplayer Mission Tips

1. As Communists, get across the rope bridge to the left of the base and take the spawn point near the explosives as soon as possible. The Allies are powerful when assaulting, and being able to spawn back in near the objective helps in their defense. If you lose this spawn point, fall back to the spawn point near the bridge. It works as the last ditch defense.
2. Same rules apply with the explosives as does with the docs. Booby traps can be cut. *Always defend your objectives.*
3. As Allies, assault the explosives area from all directions, watch out for booby traps, and try to take the spawn point from them. If the spawn point is captured, it is easy to capture the explosives for the second objective.
4. When going after the bridge as Allies, remember that smoke is life. Smoke that area well, and if possible, get the river spawn point. If you control both these spawn points, the Communists will be broken and it's a simple matter to blow the bridge.



Map 2: Bong Son

NOTES

- **The hillside fort is the easiest location to defend on this map. Use the height advantage to keep your enemies subdued.**
- **In the hamlet, climb up to the thatch roofs through the openings to gain great cover and sniping vantage points. Watch your back, though.**
- **Carnage commonly ensues at the rice fields. Use the APCs for cover and the tower and gun for defense.**
- **Capture the several spawn points on the map to keep your soldiers closer to battle. This is a huge map and you want to avoid running for too long before reaching your objectives.**
- **There is a lot of room to move on this map. Stay in teams to be more effective during firefights. Wandering this huge map alone looking for enemies is slow and no fun at all. The more eyes the better.**

BONG SON TIPS BY DANIEL JACOBS, TESTER

This is a very wide-open map. As such, there are lots of opportunities to snipe and utilize long-range weapons. However, there are still certain areas that get more traffic than others. The middle rice paddies are populated because of their centrality. The two bases are also good places to engage enemies.

To avoid being killed, stay along the perimeter of the map and always keep an eye toward the center for snipers. If your objective requires infiltration of either base, grab nearby spawn points to avoid having to make the trek back to the enemy's base from your base. There are spawn points in the middle near the rice paddies and along the top toward the irrigation pools.

Here's a tip for Allied players: a very effective way to suppress the VC and make them extremely mad is to camp along the hills that surround their base. Take up snipping spots there and wait for them to spawn. This may be considered very cheap, but it is fair game and extremely effective. VC can use the same tactic on the Allied players, but the Allied base is more open so it makes it harder to keep the spawners from spreading out and retaliating.

Bong Son has a number of areas of tall grass and brush that the player can walk through and not be seen. If you're being shot at and you're not sure where it's coming from, retreat to the bushes and wait it out or exit from the other side. If you use the tunnel rat, waiting in the bushes until you see an enemy's name can be effective.

Map 3: Cambodian Ruins

Notes

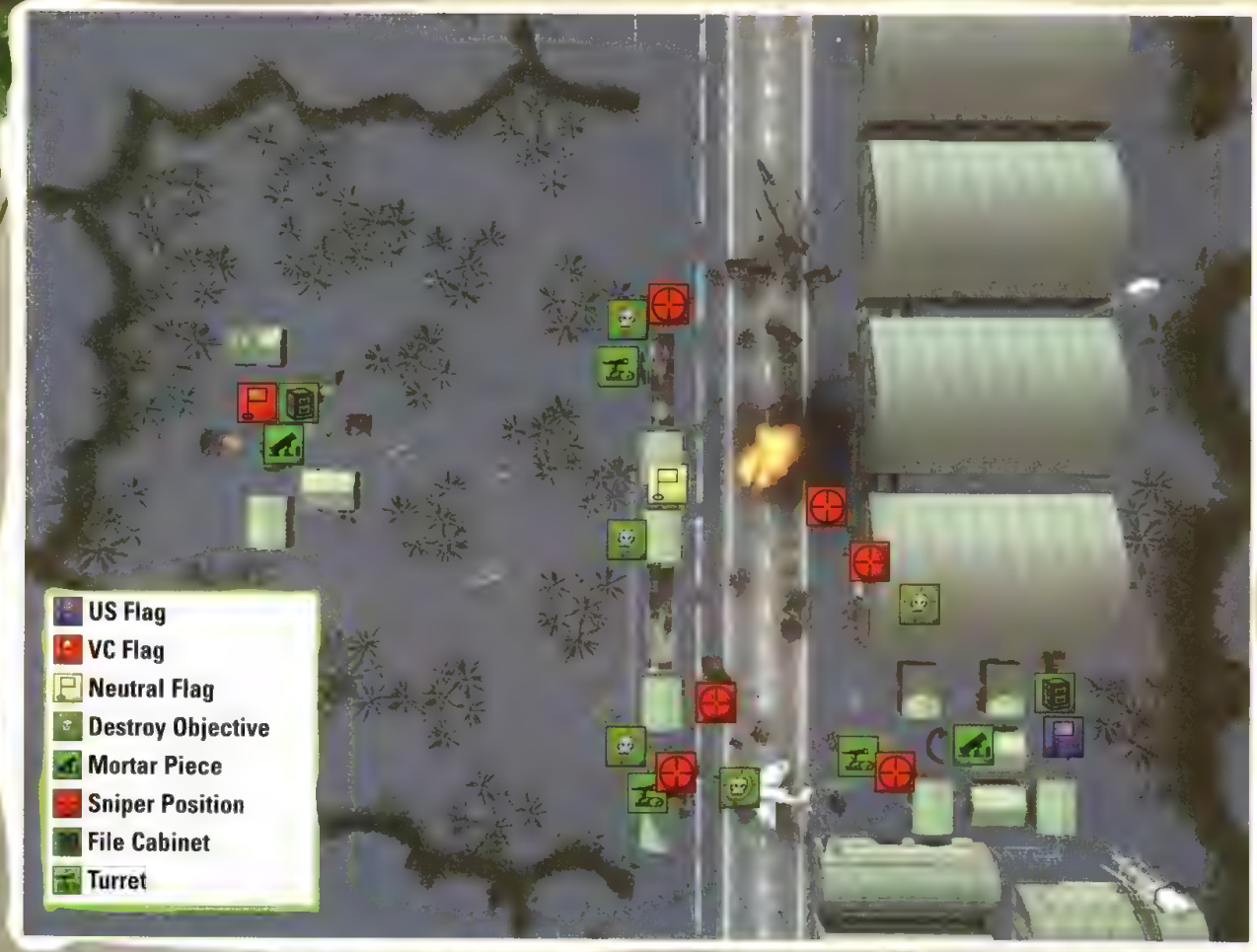
- Learn the ground level and sunken area routes well. They can be extremely valuable for launching fast and unexpected assaults on your enemies. Use them to execute multi-pronged attacks with teams on the upper levels.
- Most of the upper level is at a similar elevation. Use this to your advantage if you have an accurate long-range gun. Put your back up against a defensible wall or corner position and find the longest sweeping view from which to snipe.
- Hide in the shadows on the ground floor and launch attacks up top; it is difficult to tell where grenades or gunfire come from if there is such a difference in elevation. This level seems to encourage fast-paced action. Take advantage of that and set lots of booby traps or Claymores to kill unsuspecting enemies.

Map 4: Charlieville

Notes

- The church is obviously a key structure on this map, especially as it's the only high point. Control the church and you control the entire area.
- On the opposite side of the church from the Communist camp, there are two key hooches, regardless of defensive or offensive positioning. Defensively held, they prevent access to the church from this side. Offensively held, they limit an enemy's movement from the church and provide a solid position to assault from.
- Between the mounted gun and the tower gun, a hellish crossfire is created at the swamps in the middle of the map. This area is chaos when those two guns are lighted.
- If you control the upper levels of the church, you must use the whole roof to your advantage. If an enemy is on one side, run to the other and keep the peak between the two of you as cover for firing and movement.

Map 5: Da Nang Airbase



Notes

- The hanger is a very strong defensive position. Its sole entrance can be protected quite easily. However, this is also a bad place to be if outgunned.
- The bunkhouse area is well fortified with several buildings and a mounted gun in the tower. The area is chain-link fenced, making it a great defensive fortification.
- The runway is all out in the open in a long straight stretch. This area is deadly in all situations except group tactics. Any snipers trained on this area can easily pick off single soldiers. Covering fire is valuable in such locations.
- The mounted guns in the two outside towers and the checkpoint bunker face outside the base, so they are useless if the firefight is inside the perimeter. The height advantage is lost when enemy soldiers are close enough to toss grenades into the towers.

- **The storage camp outside the borders has little offensive capability. Its buildings may provide the best cover in this part of the map, but the whole end is out in the open. Better to take the fight to the base than be caught out here in cross fire created by three mounted machine guns.**

Da Nang Airbase Tips by Don Carroll, Tester

As always, the Allies have a tremendous firepower advantage. The VC can sometimes counter this by waging a war of attrition. Games are usually limited by the number of times a player can respawn. Finding a safe spot and tagging the enemy from a distance can end a game successfully without even needing to complete the objectives. The VC sniper excels at this. With his natural camouflage and a large, brush-filled area with dozens of hiding places, a resourceful player can usually get several kills before being killed. He may not get the most kills this way, but in a team-based game, he can be an extremely useful addition.

While playing as the VC, make only one opening in the fence and cover it with a well-placed sniper or two. If the Allies decide to leave their base and spawn-camp the VC base, that fence opening makes the only approach they can take to get to your base. It creates a nice choke point for an ambush when they're coming through the gap. Watch the double edge on the sword though, as that leaves you with just one entrance into their base and they can set up an ambush just as easily. The M60 machine gunner is downright brutal in covering a narrow space when prone and aim-firing.

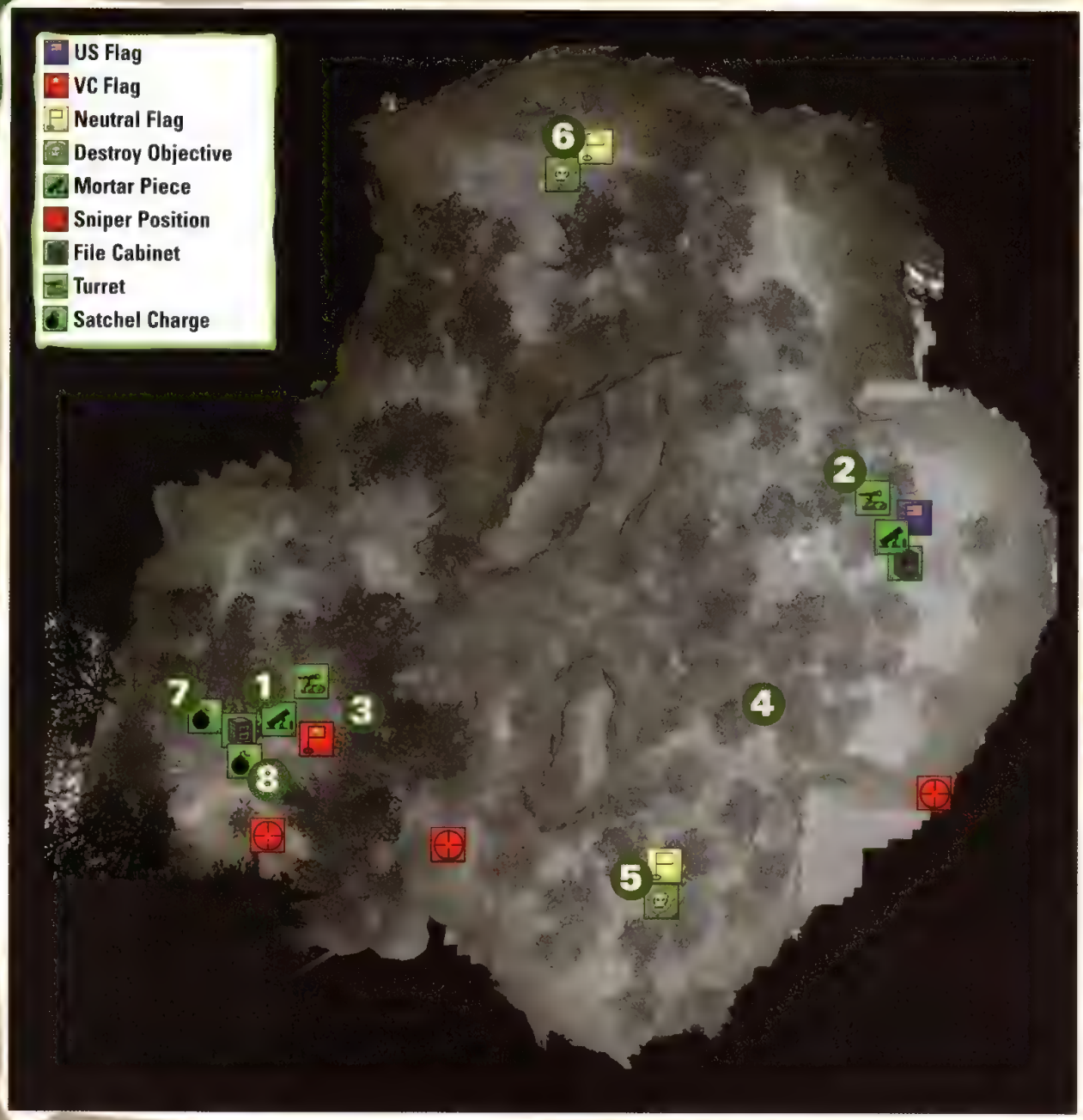
There's another sneak approach, but it requires timing with a teammate. Set a charge on one of the other fence locations a second after starting to set a charge on one of the planes. The message that the Allies see is confusing at best, and will probably only tell them that a charge has been set on the fence, not on a plane.

After placing a charge on the plane in the hangar, move to the far back corner of the hangar behind some of the crates. A sniper, machine gunner, or guerrilla can quickly take down Allied players that run in and try to disarm the charge. They see the Allied player from the chest down, below the nose of the plane, and are not likely to be seen right away by someone focused on getting to the plane in a hurry. You need to hold off the Allies long enough for the charge to go off, or at least until so little time is left that they cannot disarm it in time.

Don't ever use one of the mounted M60's in the towers and lower bunker. Their dispersal range makes them ineffective at anything but point-blank range and just makes the user an easier-to-find bullet magnet.

In a Recover the Documents game, use booby traps and Claymores to protect your documents. Alternatively, if you can sneak over to the enemy base, put booby traps or claymores around their file cabinet so they cannot return the documents even if they do pick them up.

Map 6: Dak to Hill Siege



MAP KEY

1. .30-caliber machine gun turret
2. .50-caliber machine gun turret
3. VC Base Guard Position: The NVA should have someone camping this spot. From here, you have a good view of anyone that comes across the bridge and anyone that comes up the side of the hill from under the bridge. From this vantage point, the NVA soldier can also keep an eye on the explosives that the Allies need to pick up in order to win the game. A prone VC machine gunner in this spot is dangerous. There's a chasm here that all Allied players generally have to walk through, so control of this point is critical to the defense of the base. There's also quick access to guarding the explosive stockpiles.
4. No Damage Drop Point: Running off the edge of the cliff or hill in this map can take up to half of your life. This section of the cliff is near enough to the ground to allow players to drop down without taking any damage. Jump toward a tree and bounce off of it. You can land with minimal damage.
5. AA Gun (East): This is the first of the two AA guns that the Allies have to destroy. In all team-based games, a neutral spawn point is located near this AA Gun.
6. AA Gun: This is the second of the two AA guns that the Allies have to destroy. In all team-based games, a neutral spawn point is located near this AA gun.
7. Explosives pick-up point 1: This is where the first set of explosives that the Allies need can be found.
8. Explosives pick-up point 2: This is where the second set of explosives that the Allies need can be found.

NOTES

- **The Communist camp is the most defensible location on the map. There are only two ways in: through the gully below it, or across the suspension bridge. The latter is faced with a mounted gun. It can be a very difficult position to breach.**
- **The Allied camp at the bottom of the hill is a weak defensive position. The prime advantage here is the high field of view in both directions.**
- **The artillery hill towers are great for snipers, who can watch both directions. However, tactical groups can easily overrun them. Both of these areas have neutral spawning flags to capture. Holding the flags for long is another story.**
- **Though small, the layout of this map can create interesting combat scenarios because of the variability of the sight lines from one end to the other.**

DAK TO HILL SIEGE TIPS BY DAVID H. SCHARF, TESTER

DON'T BE AFRAID TO JUMP

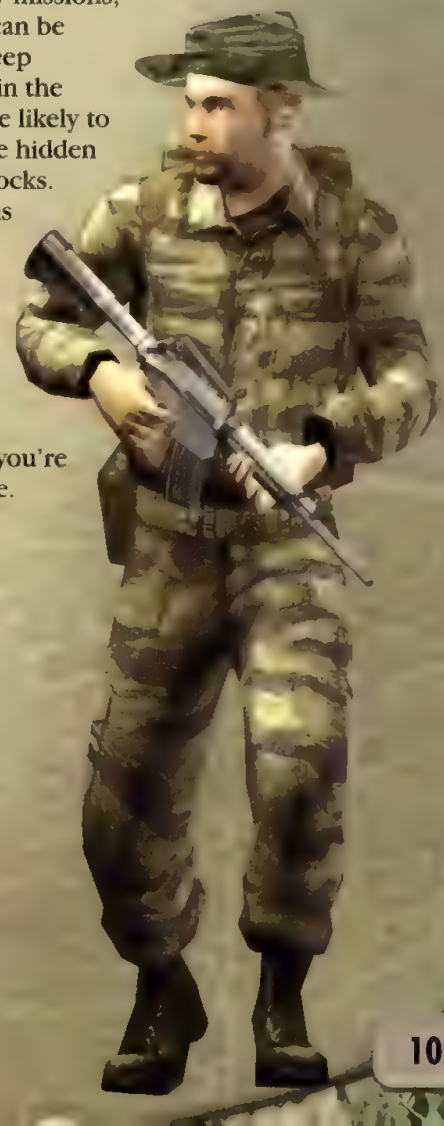
In Recover the Documents and multiplayer mission games, it's faster to jump off the hill to reach an objective than to take the longer, safer way down. If an Allied player has collected the first set of explosives, and is near full health, jump from the NVA base and run straight to the East AA gun.

HIDE IN THE TRENCHES

The NVA base has a trench dug into it. If a NVA soldier goes prone in the trenches, it is hard to notice them until you are almost on top of them. Many Allies have been killed because they rushed into the base to complete an objective and didn't notice a prone enemy waiting for them.

LOOK AROUND EVERY ROCK

In Search and Destroy missions, parts for the mortar can be hard to find. If you keep running and looking in the same direction, you're likely to run past parts that are hidden behind some of the rocks. These rock formations can also be good sniper spots. If you know which way an enemy player comes from, hide behind a set of rocks on the opposite side. They usually won't notice you're there until it's too late.

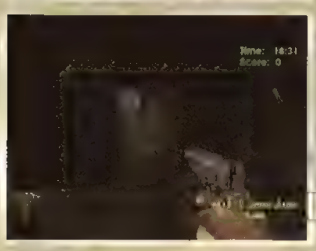


Map 7: Hue House to House

Notes

- To execute successful tactics on this map, you must know the layout like the back of your hand. It is easy to get lost in the wrong building if you are unsure of the route.
- Group tactics are essential here. Hue is best when played with a large group of players. If there are too few, you may spend more time lost in the apartments than shooting at enemy soldiers.
- The rooftop walkways are the key locations to control. Visibility is nearly unlimited across the tops of almost all of the buildings on the map, with a few exceptions. Snipers on the rooftops can be particularly effective for this reason. However, if you can see them, they can usually see you.
- Control of the two center buildings on the map is crucial to limiting movement of your enemy throughout the map.

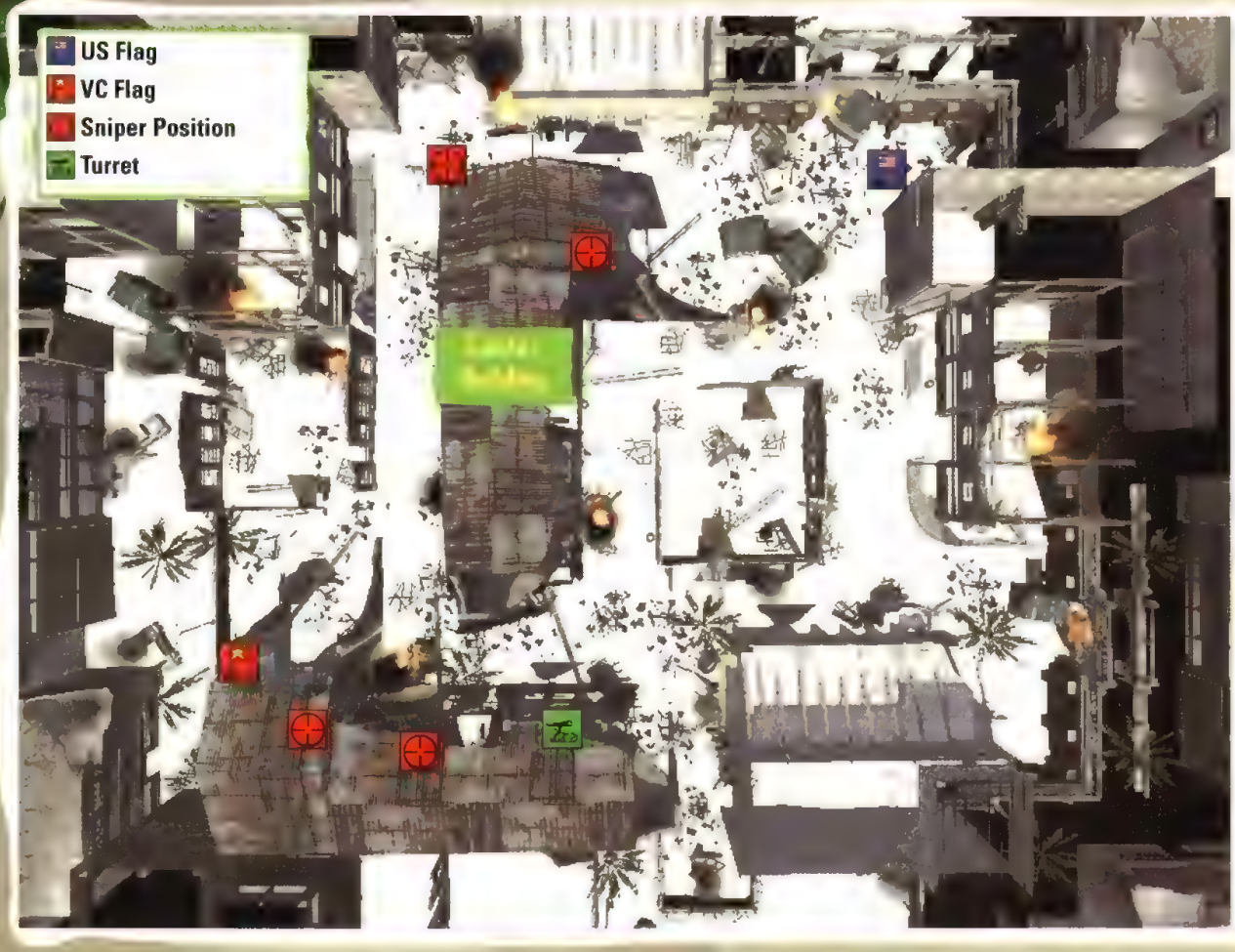
Map 8: Jungle Ruins



Notes

- **The remaining temple rooftops, which provide excellent vantage points over the landscape, offer very little cover. It's a trade-off that can be beneficial for sniping or a complete nightmare if you get caught there in the open.**
- **Beware of the tiny enclosed idol room. It's fun to shoot from the darkness and not have to worry about anyone sneaking up on you, but one grenade in the door, and you're history.**
- **Dense cover from the vegetation makes clear views of the landscape difficult at times.**
- **The vegetation limits the view of many areas. With a long-range gun, you can find a good spot on the outskirts of the map and watch the exposed center of the map around the water for unwary roving targets.**

Map 9: Quang Tri



Notes

- The bombed streets of Quang Tri are a mess. In such structural chaos, it's difficult to find and formulate offensive or defensive advantages, but they are there. Group tactics work very well here. Move together and work through the upper levels to confront your adversaries from the top down.
- The center building is a hotspot for control of the map. A well-balanced team can easily hold this position and limit enemy movements throughout the map.
- The Communist camp in the building with the mounted gun is a great defensible position. The gun has a wide field of view and can also defend the center buildings, should they be of value in your tactics.
- The car bomb area near the Allied camp is usually a hotspot for fiery confrontations. You can see from both angles and everyone is on the same level (as long as you disregard the ramp to the top of the bus).

QUANG TRI MAP TIPS BY TODD MOEGERLE, TESTER

YOU CAN RUN, BUT YOU CAN'T HIDE

One of the greatest (and most frustrating) features of this map is the attention paid to making every piece of terrain vulnerable. There are very few places in the map where you are really safe and hidden from other players. To keep yourself alive as long as possible, take a moment every couple of shots to check around you for possible threats. If you're lucky, you'll spin around and catch a would-be stalker off guard, giving you the time needed to empty a clip in him.

ROCKETS ARE BAD

Because walls surround nearly every vantage point you can find in this map, you are always at risk of taking splash damage from a rocket. To avoid splash damage, stay away from walls and use cover in the middle of a building or street.

SHOOT AND SCOOT

Because you're constantly surrounded by broken pillars, destroyed walls, blown up busses, and other trash, cover is never too far away. When fighting head to head, maneuver yourself with terrain in mind. Fire some rounds, get behind a wall and reload, then spring out and fire some more. Never give your opponent more than a couple of clear shots before you duck behind your next piece of cover.

HIGH AND DRY

For the most part, taking up a sniping position high up in the buildings of Quang Tri is a gamble at best. In most cases, the buildings have several entrances, and in some you can even be shot from below. If you must have altitude, locate a position that either has only one entrance, or has a clear view of all entry points. If you get jumped, at least you'll see it coming.

BALANCING ACT

Spend time offline getting used to the many ramps and bridges that cover this map. All too often you'll find yourself exchanging fire while making a precarious climb up a two-by-four. It's very easy to lose your balance. With practice, you'll be able to climb sideways while firing, run backwards, or change stances without falling. Nothing sucks more than death by broken ankle.

Map 10: U.S. Embassy Assault

NOTES

- **This sprawling building is enormous and challenging to navigate effectively. Take time to become familiar with its layout, or you may end up running in circles.**
- **You need to perfect your team tactics for the embassy. It is generally a waste to send single soldiers through this building without any backup. There are far too many angles to cover alone.**
- **Confined spaces, such as long hallways, should be used as choke points and defended by soldiers with automatic machine guns.**
- **The Allied position is on the roof right in the middle of the three stairway access points. A brutally effective crossfire can be set up here if multiple teams breach all three access points at the same time.**
- **The Communist position is on the ground floor out in front of the Embassy. This position is vulnerable to gunfire from above and inside the building.**

US EMBASSY TIPS BY DON CARROLL, TESTER

In a Search and Destroy game, the Allies have a huge advantage. All of their pieces are on the bottom floor; two of which are outside in the open. Others can be seen from a distance. The third is most likely in the corner library between the two exits from the ground floor. The VC pieces are scattered between the second floor and the roof.

In a multiplayer mission game while playing as the Allies, grab the spawn point in the room where the explosives are found. This room can be adequately defended by just one M60 machine gunner. The more Allies in the assault, the better! Place him prone on the floor just outside the door to this room, aim-covering the narrow hallway and stairways leading to this room. The elevated position makes it difficult for grenades bounced from around the corner to be effective against him. Any soldiers exposing themselves long enough to take a better shot can be quickly cut down by the M60.

In a multiplayer mission game, while playing as the VC, a sapper or sniper can usually run up to the room where the explosives are found, pick them up, and run away before the Allies can even reach the room. The VC should make sure they have at least one RPD machine gunner, using the same tactic mentioned earlier to defend this room. The VC will probably have difficulty placing the charge and defending it long enough for it to go off, so defending the room where the explosives respawn will be critically important if the initial attempt fails. Again, grab the spawn point in that room.

In any team-based game, while playing as the VC, grab any indoor spawn point you can. It is ridiculously easy to spawn-kill the VC at their outdoor spawn location, from several relatively safe locations inside the Embassy's ground floor, especially the library windows.

If you're playing as VC in any game mode on this map, place booby traps at the bottom of the stairs, preferably with the booby trap ends being out of sight as much as possible. The wires are difficult to see, especially when most players use a 'run-and-gun' approach to multiplayer gaming. Their focus is on head- and chest-level targets, not at what's under their feet. Use this tactic and place a second trap as close to the first as possible, without setting it off of course. A single booby trap is not likely to kill an enemy with full health, but two traps in a row almost certainly will.

Tester Todd Langley has this to add:

If you are playing the Allies during teamplay, or if you spawn on the roof of the US Embassy, go to the southeast side of the area, between the roof entrance and the air vents. From here you can rain down hand grenades into the lower courtyard (often within mere feet of the enemy flag) making resistance futile.

PC EXCLUSIVE MAPS

Alley Battle, Saigon

For any games with close quarters combat like the US Embassy or Alley Battle, Saigon, the USA Marine Corpsman is king. The buckshot is one-shot-one-kill at close range.

NOTES

- **The center building is a key control structure for the entire area. Hold this, and you limit your enemies' movements. However, keep your soldiers off the rooftop; it's far too exposed up there.**
- **The many small balconies located in the large tan-colored building in the corner are great spots for laying down suppressing or covering fire, or even sniping fire. The upper balconies have an amazing view across the upper floors of this entire area. Get on your belly and fire through the small openings in the railing for cover.**
- **Control as many rooftop positions as possible. From many spots you have great views of several top floors, making it difficult for your enemy to use these areas to advance.**

ALLEY BATTLE TIPS BY RYAN STOCKSTAD, TESTER

There are many "leaping-off" spots that allow players to drop down to a lower level with little or no health damage. These spots include holes in the walls, floors, balconies, etc. Use these locations to quickly escape when you're under heavy fire, or to advance upon an unsuspecting enemy.

Because most of this level provides minimal protection or cover (you are exposed from multiple sides due to open windows and doors or because of threats on every level of the map), it can be difficult to secure a good sniper location. One strategy is to play with the VC guerilla, and use his booby traps for protection. Plant traps behind you as you advance through doors or up stairs, effectively blocking off a potentially vulnerable area from attack. When traps safely cover you, sit back with your rifle or RPG and wait for the Allies to enter your kill zone. Plus, if anyone sneaks up on you from behind, you'll know it when your traps go off!

If you're looking for a good spot to hide, there is a place under the stairs on the lowest level. If anyone come exploring you'll have the jump on them because hardly anyone expects to find someone there. Just be sure to change hiding spots once they die because your opponents probably won't fall for it twice.

Ho Chi Minh Trail

Notes

- This expansive jungle map can be ridiculously hard to navigate without a basic understanding of the layout. Use the stream for orientation; you can follow it from one corner of the map to the other or from base to base.
- This map is one of a few that allows for multi-pronged attacks on either of the two bases. Split squads can attack from several angles at once, creating a vicious yet highly effective cross fire at the base.
- Don't split into singles. Working through this map alone is a waste of effort; you're likely to come across a well-hidden sniper or an entire squad of enemy units.
- Try to capture two neutral spawn flags on one side of the map. If successful, you have a straight line of spawning going on all the way to the enemy base. At the same time, prevent the other team from doing so on the other side of the map or the strategy is useless.

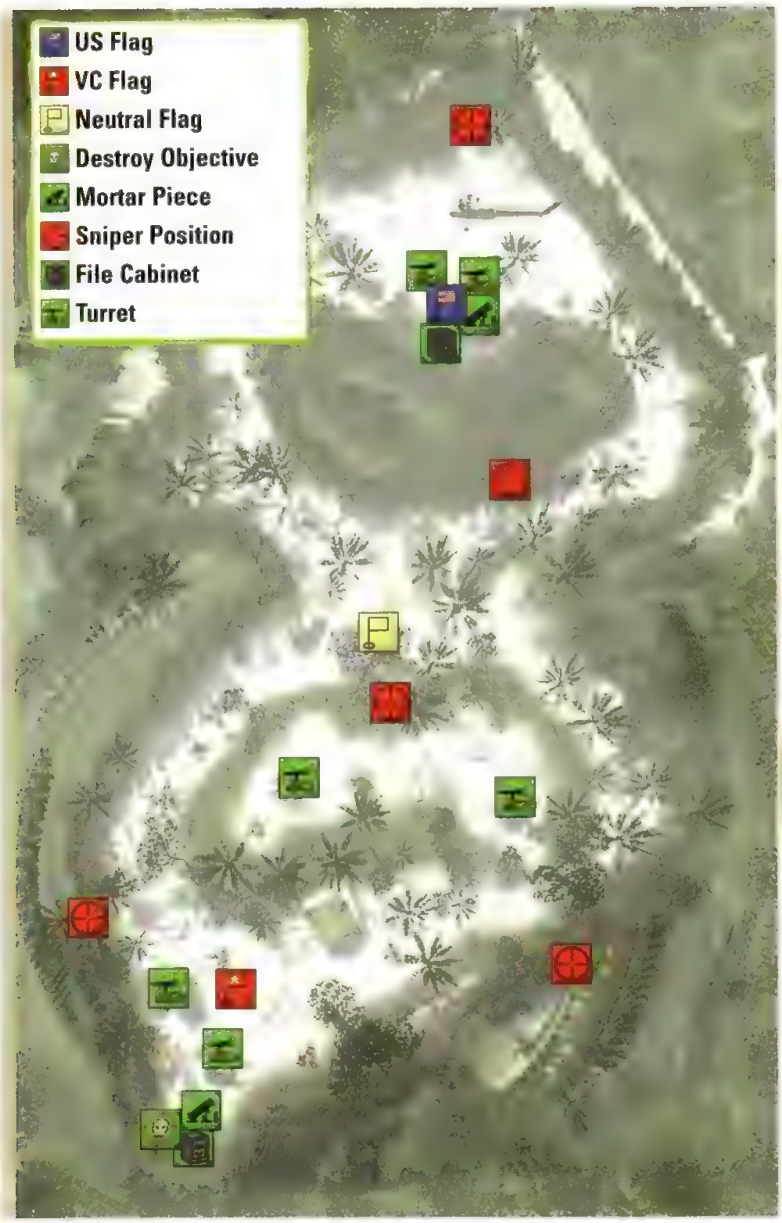
Ho Chi Minh Trail Map Tips by Laszlo Szoke, Tester

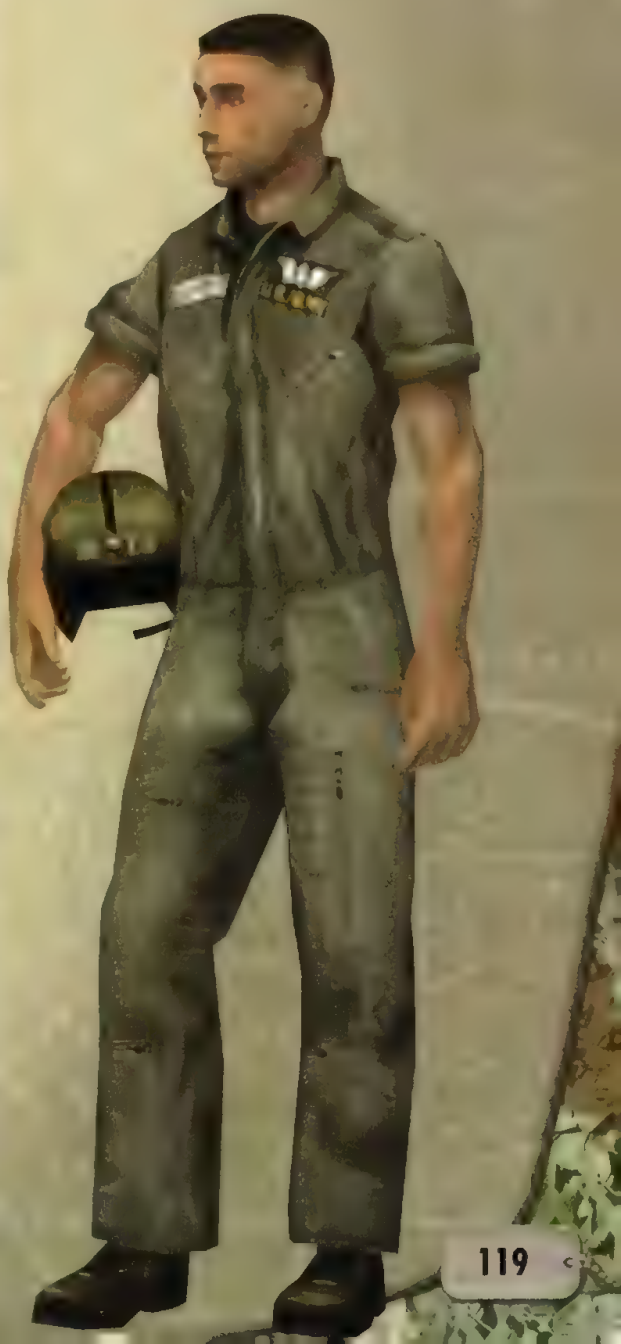
This map is huge and covered with jungle. Use the US Green Berret or VC sniper to blend into the vegetation. They're quite deadly here.

Sniping is also advised in this map since there are many great hiding spots on high grounds in the jungle. But stay away from the roads; you make an easy target and can be picked off by snipers long before you ever see them.

Use booby traps on paths; they are difficult to see in the dense jungle. Place claymores on the road where it crosses the river. Enemies won't see the claymore under the water. Placing claymores along the side of the smaller paths is also effective. Enemies won't see it because of the jungle, and when they do, it is too late!

Operation Starlight





Notes

- **This is a tough map to play, as it favors the Communist side. The Allied base has two mounted guns, while the Communist base is very well fortified with four mounted guns. Two of them are in camouflaged lean-tos.**
- **The neutral spawn flag area where two of the mounted guns are located is more beneficial to the Communist side; it is quicker for them to capture and easier for them to hold. Once the two mounted guns are controlled, it is very difficult for the Allies to come around the corners from their base.**
- **Back up your mounted gunners with snipers to spot enemies the gunners can't see.**
- **Place snipers to watch the neutral flag and defend it from recapture.**
- **When attacking the Communist base, use a two-pronged attack and a combination of long-range guns and explosives to take out the mounted gun positions.**
- **If defending the Allied base area against attack, place gunners at the sniping position behind the Huey as indicated on the map. They have a greater field of view of the approach in both directions than the mounted guns, and the cross fire created here seals off both entry points from invasion.**

Operation Starlight Tips by Eric Armour, Tester

1. Stay out of the middle. It's very easy to get sniped or ambushed from all sides.
2. To protect its base on a mission game, have an NVA soldier camp on the hill (on the edge of the map south of the NVA spawn flag).
3. If you're playing as Allies, have the US send a guy along the north side of the map while sending everyone else up the middle. This distraction gives the US enough time to pop smoke in the NVA base without being noticed.
4. Be careful when playing as the NVA guerrilla. His hat and rocket launcher make him stick out like a sore thumb, especially when snipers are looking for an easy kill.

Recapture the Citadel

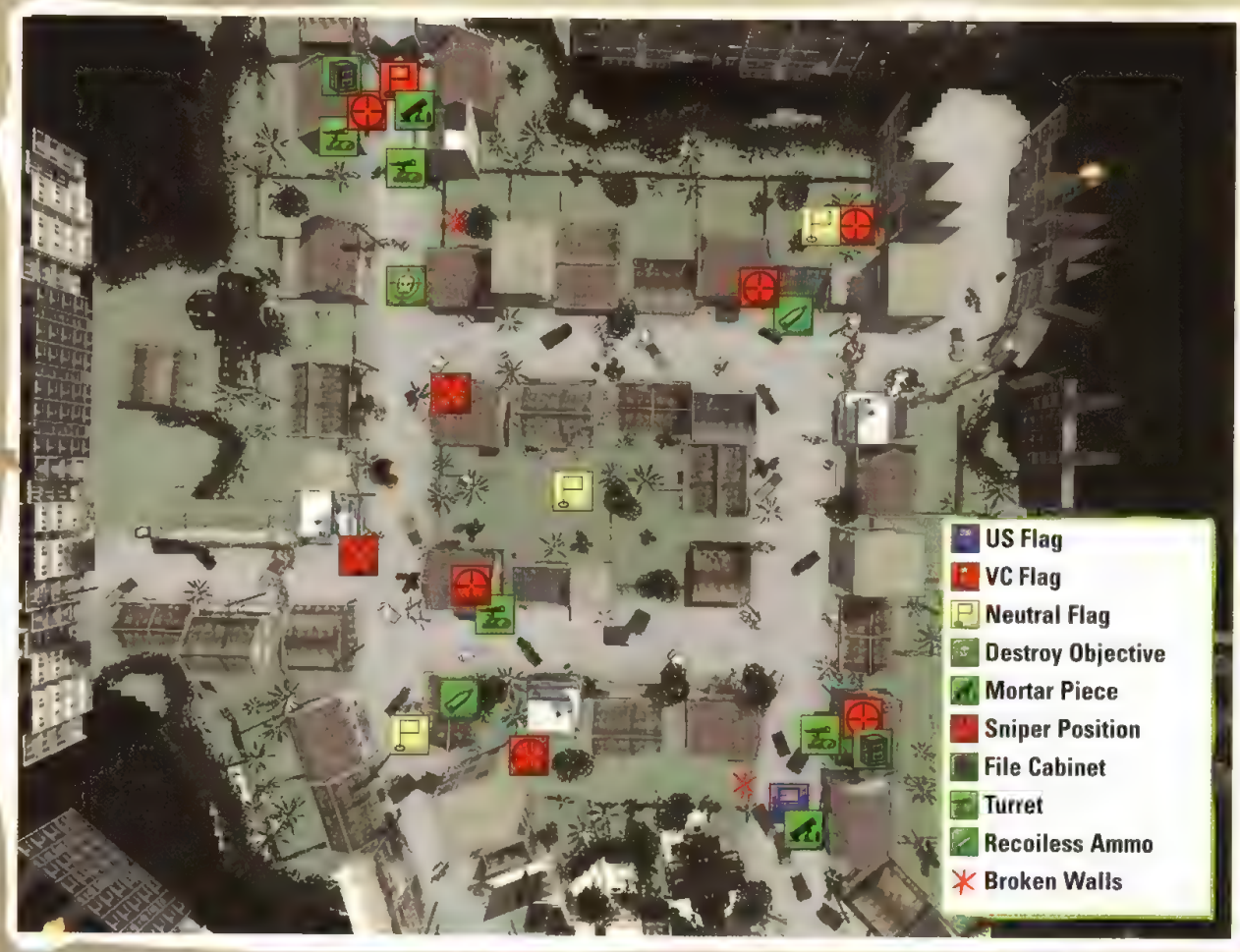
Notes

- The citadel is a well-balanced map with two ends that have incredible defensive characteristics. There is little luck involved in taking either end; success depends primarily on how well your team works together.
- Control of the courtyard is essential for success on this map. If you can capture and hold the pagodas on the sides of the courtyard and station units there, the rest of the fight should be a cakewalk.
- Frontal assaults are not advisable because of the several mounted guns at each end of the map. Use the breaches in the outer walls to gain an advantage and flank your enemy. Each end of the map has secret access points through areas of broken citadel walls. Find out where they are and use them to catch the enemy in a dangerous crossfire.

Capture the Citadel Tips by Patrick Ting, Tester

1. Never run out in the open. Snipers will immediately target your position.
2. In Recover the Documents, when US forces have to capture NVA documents, assign wire cutters to a few teammates. NVA will have booby trapped the documents.
3. The best sniping spots are situated on the top floors of the middle two buildings.
4. It is best to sneak up on the enemy base through the side door entry positions.
5. Never use the gun emplacements on this map. Snipers will undoubtedly shoot you immediately.

Reclaim Cholon



NOTES

- **This sprawling Cholon neighborhood is oriented in a large square pattern with a generally urban nature. Roughly half of the center buildings are usable in your tactics. Controlling the center works here. In large teams, if you control the center buildings, your opponents have nowhere to go but down the streets in the open. The most critical building in the center is a corner apartment building with a blown-away corner of the roof where a machine gun has been mounted. This one gun has the whole street in its view.**
- **Both bases are fairly well defended with mounted guns. The Allied base has only one gun; the Communist base has two mounted-machine guns. If the Communists control the center building's mounted gun, this greatly adds to their defensive ability. That gun's view aims straight down the street toward the Allied base.**
- **Use the breaches in the walls to flank enemies holed up in their bases at either end of the map.**
- **Each base has two approaches down the streets, plus a flanking route through the holes in the walls. Attack with your team from all three angles for the best chance defeating your enemies.**
- **Capture and hold the spawn point in the center of the map to keep this area occupied.**

RECLAIMING CHOLON MAP TIPS BY TODD MOEGERLE, TESTER

USE THE ALLEYS

The streets are far too vulnerable. Debris makes it difficult to maneuver and you're out in the open. Whenever possible, duck into the backyards and alleys between houses.

SNIPER'S PARADISE

Reclaiming Cholon is one of the most enjoyable maps for snipers. The many buildings that make up the small city are prime locations for the intelligent sniper. Just remember to relocate after every couple of shots fired. Nothing's more fun than sneaking up behind a reckless sniper and putting two in the back of his head.

CAPTURE THE FLAGS

There are a total of three neutral spawn flags (outside the base spawning flags each team starts with) in Cholon. Each flag affords its captors a protected, front line spawn location superior to the default starting locations.

WINDOW SHOPPER

If you chose to travel the streets of Cholon to get to your destination, keep one eye on the windows you pass. The majority of the buildings can be entered, and it is easy to catch a bullet as you walk by one.

BOOBY TRAPS

One of the easiest ways to kill as a VC is to plant booby traps in the shrubs bordering the many streets of Cholon. Often the enemy moves stealthily from bush to bush in an effort to stay out of the middle of the street. It is almost certain they won't be looking at their feet, and even more certain they won't easily see the wooden pegs of the booby trap hidden within the shrubs.

CHECK THOSE CORNERS

When moving onto a new street or into a high traffic area, lean around the corner to make sure you're not walking into an ambush. Leaning keeps you safe, and is certainly safer than walking out mindlessly into the middle of a firefight.

PEEK-A-BOO

One of the great features of leaning is that you can lean out of a window (as long as it's no higher than your waist when standing). When sniping from a building, stand with the wall between you and your enemy, then lean out for your shots. To escape return fire, just lean back in. This also works well for shooting around the cars and debris in the city.

DUCK AND COVER

When taking fire, use the broken down vehicles and debris littering the city. There's no sense in giving the enemy an easy target.

Siege of Lang Vei

NOTES

- **Lang Vei is a fortress if played well. A plethora of mounted guns will shred hasty opponents. When in the camp and fighting off a siege, keep the enemy from getting uphill past the bench.**
- **When attacking Lang Vei, two-pronged attacks from both sides of the siege camp are vital. If the mounted guns are all manned, split up their fire by having them choose one direction to concentrate on. One attacking squad may be slaughtered, but the other may make it through the mayhem to breach the camp.**
- **When defending the base, always have someone protecting the underground bunker in the middle. If that is lost, enemy units have their choice of where to pop up inside the base.**
- **If attacking the base, work around the sides to capture the neutral spawn flags to establish forward flanking positions.**

SIEGE OF LANG VEI TIPS BY CHRIS AUSTIN, TESTER

FOR MULTIPLAYER MISSION, RECOVER THE DOCS, AND SEARCH & DESTROY MISSIONS

The flag capture point located to the east of the base is the most crucial flag on the map. It is imperative that the NVA capture this flag for these missions. This gives the closest and most advantageous spawn point to gain access into the US base. The base is very hard to penetrate. However, if all the NVA could manage to spawn nearby, it is easier to use a flank strategy to enter the base. An NVA team can execute a flank strategy by having half of the team travel around the northern wall and enter the base, while the rest of the team enters directly into the eastern opening of the base. Throwing explosives while executing this tactic is a must because the US team has no other choice but to hold their ground in a tight, concentrated area and fight off the attack. Tight, concentrated areas are a grenadier's best friend.

Another reason why this flag point is so crucial is because, in most situations, the NVA has to escape the base after the initial infiltration. This flag point provides immediate back up on the run. It is incredibly hard to deal with an escaping NVA while other team members are spawning in the way.

Towers are normally deathtraps for US snipers simply because they have no quick escape. NVA rocket men can easily take out any sniper from the southern tower. The northeastern tower is a pretty decent sniping point to cover the base defense. This tower is perfect for mid- to long-range soldiers to eliminate any threat coming from the eastern spawn point. Since this tower is in the "back" of the base, it is hard for snipers and rocket crews hiding in the jungle to take out a sniper on top of the tower.

Good luck!

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LaMarr, Phil	*Dean Shephard*	*Black Marine 2*		
Smallwood, Tucker	*Dandridge*			
Banks III, Ogie	*Jamie Shephard*	*Green Beret 2*		
Blum, Steve	*White Marine 1*			
Brown, Daryl	*Black Marine 1*			
Brown, George Stanford	*Roland Shephard*			
Camen, Joey	*White Marine 2*	*Pilot*		
Colbert, Catero	*Black Marine 2*			
Dinh, Bingo	*Spooky*	*Viet Cong 2*		
Dinh, Elyse	*Female Villager 1*			
Ferguson, Keith	*Black Marine 3*	*Pilot*		
Gough, Michael	*Schiffer*	*Aussie 2*	*Pilot 1*	*White Marine 1*
Gross, Justin	*McFadden*	*White Marine 3*		
Hermann, Edward	*Narrator*			
Ho, Joe	*ARVN 2*			
Hong, Vien	*NVA 1*			
Hieu, Joseph	*ARVN 1*	*NVA 2*		
Keegan, Tom	*Pilot 2*			
McMillian, Michael	*Hoss*			
Milder, Andy	*Greenawalt*	*White Marine 2*	*Zook*	*Aussie 3*
Nguyen, Ken	*Viet Cong 1*			
Nguyen, Long	*Male Villager*	*NVA 1*	*Viet Cong 1*	
Nguyen, Phi	*Female Villager 2*			
Payton, Khary	*Greaser*			
Pere, Wayne	*White Marine 3*			
Pizzuto, David	*Sturgess*			
S'Von	*Black Marine 1*			
Sanders, Brad	*Smooth*	*Black Marine 3*		
Sogliuzzo, Andre	*Harlan*	*Aussie 1*		
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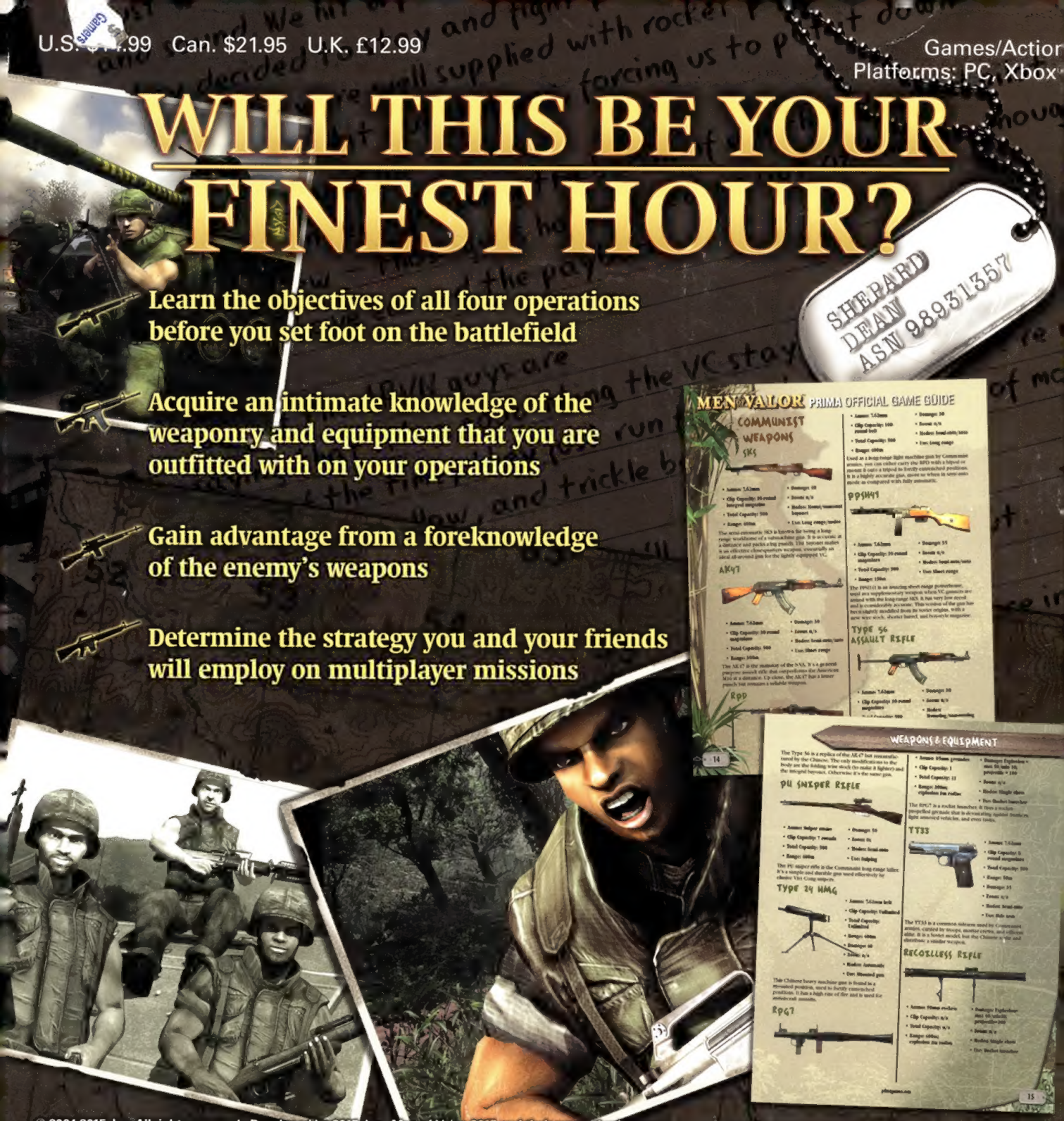

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